

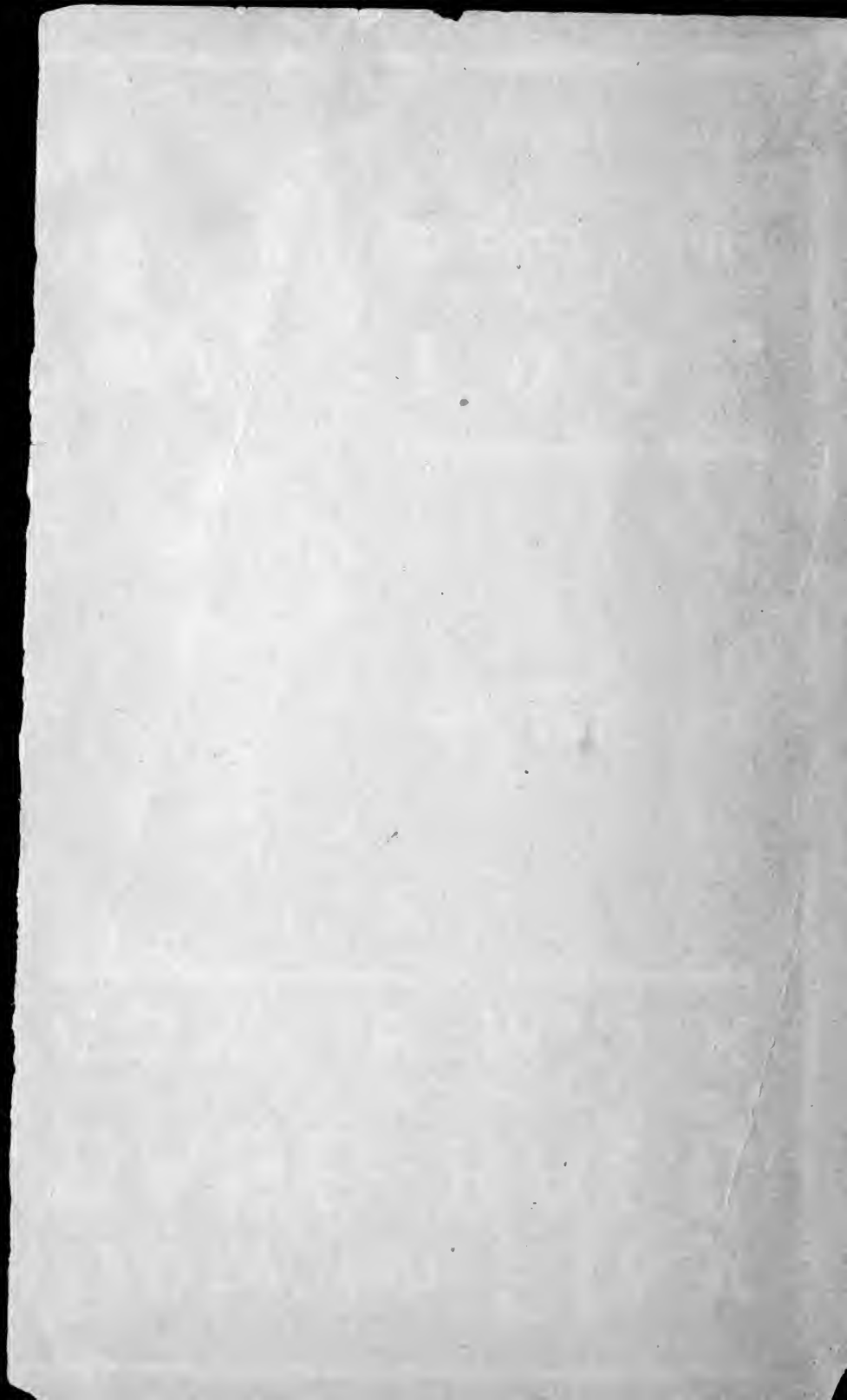


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How to Play BASE-BALL

BY
CONNIE MACK



CONNIE MACK

1903
PRICE **25** CENTS

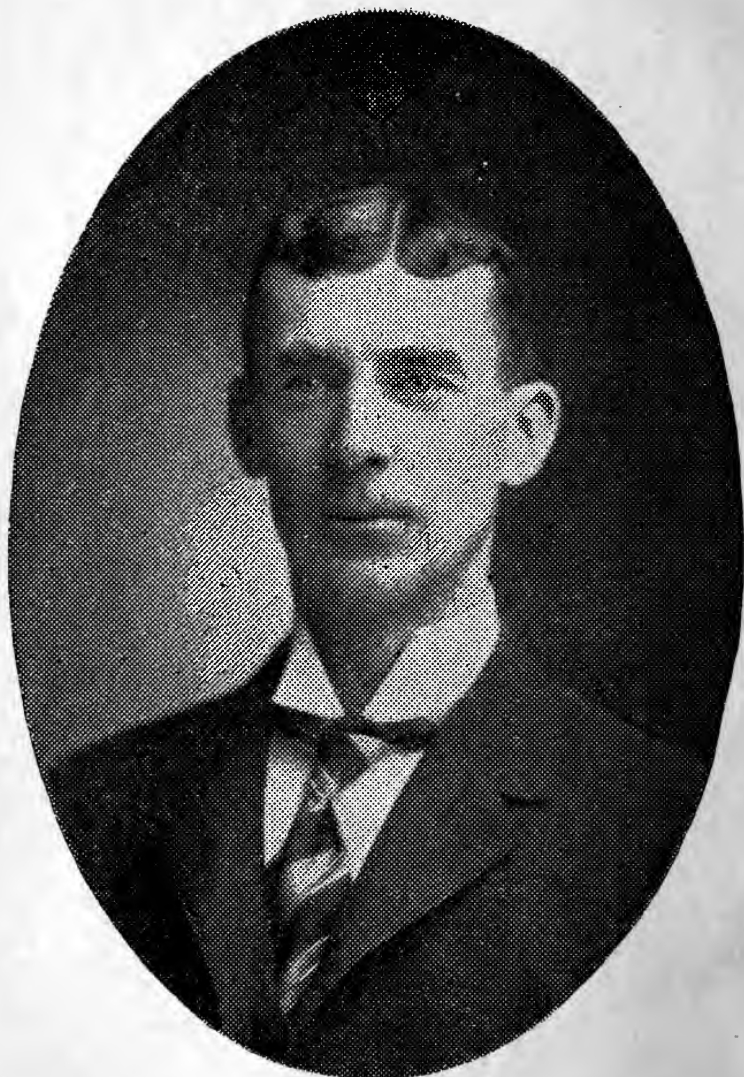
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Drexel Biddle

PUBLISHER

PHILADELPHIA

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CORNELIUS MCGILlicUDDY
(CONNIE MACK)

The popular manager of the Athletic (A.L.) Club
Champions for season of 1902

HOW TO PLAY BASEBALL

BY

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CONNIE MACK

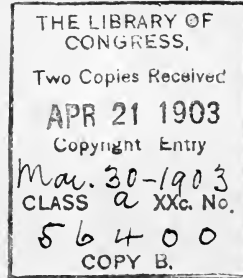
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C. S. G. C. p. 22 '03

[PREFACE

To become a good baseball player is the ambition of every boy at school, and the absence of any sound, practical advice has often resulted in spoiling young men, who, under different conditions, might have been developed into first-class players. Many amateur and young players jump at the conclusion that as they are able to throw, or catch a ball, or run fast, they are on the proper road to become first-class players, and that these attributes constitute the groundwork of a baseball player.

This is a common error, inasmuch as the head is the principal stock in trade of a first-class player. While the arms and legs are necessary adjuncts, they must be controlled by a superior power, which is the brain. This is essential in all good players. Many of the greatest experts who have graced the diamond may be said to have reached that degree of excellence and prominence mainly through their superior headwork while on the ball field. As an illustration, I might mention that the majority of college men now playing in the major and intercollegiate leagues have won their baseball spurs through an earnestness of desire to excel in that particular branch

Preface

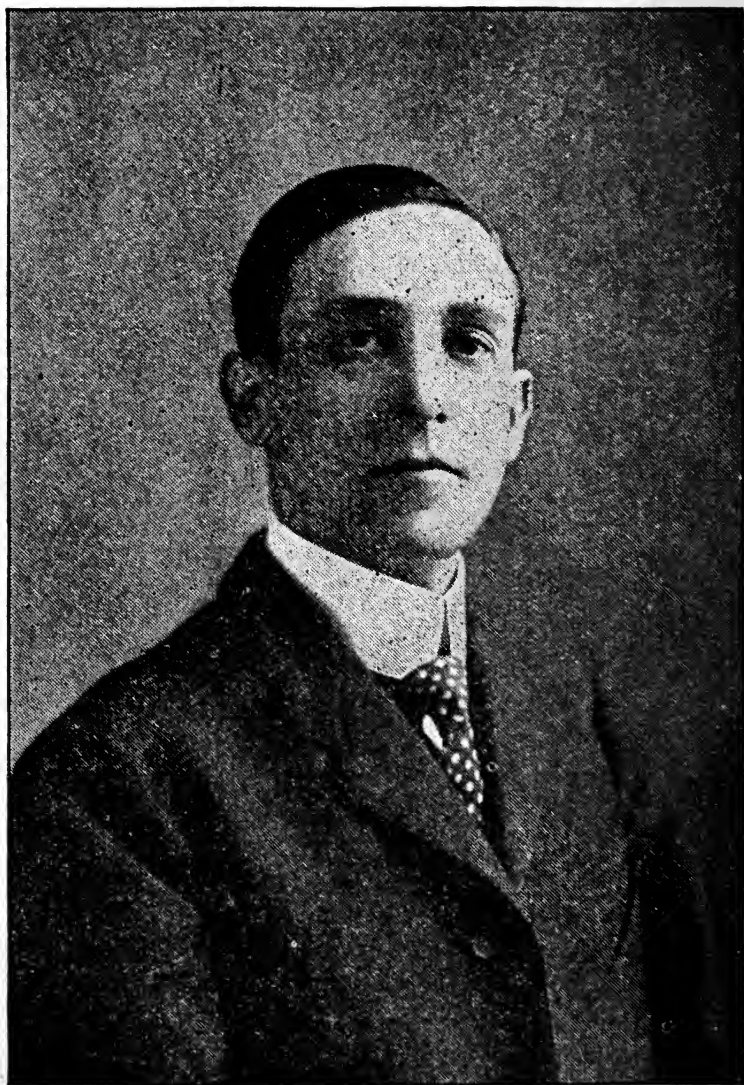
of the game to which they have devoted their attention, and where, by the use of their head, rather than speed and strength, they are successful.

The present book is designed to cover not only the way to play baseball and how different positions should be filled, but to offer suggestions as to the proper methods of training and practice. The erroneous ideas usually entertained by young players will be pointed out and the field of base ball covered in full.

CORNELIUS MCGILLICUDDY.

(Connie Mack.)





HARRY C. PULLIAM
President National League

HARRY C. PULLIAM

President National League

Harry C. Pulliam was born in Scottsville, Ky., thirty-three years ago. He is a graduate of Virginia University. He became a newspaper man in Louisville after graduation and was a successful base-ball writer for several years. In 1898 he resigned his position as city editor of the Louisville Commercial and accepted the presidency of the Louisville Club. In 1897 he was elected a member of the Kentucky Legislature and served one term.

Since 1898 Pulliam has been in the thick of all the fights that have disturbed the National League magnates. In 1899 Barney Dreyfuss secured control of the Louisville Club and Pulliam was deposed from the presidency. He was elected secretary and treasurer and continued to represent the club at the National League meetings.

In the fall of 1899 Dreyfuss and Pulliam engineered the biggest base-ball deal of recent

years. They consolidated the Louisville and Pittsburg Clubs and sold fourteen players to Pittsburg, including Fred Clarke, Hans Wagner, Claude Ditchey and others, laying the foundation of the present Pittsburg champions.

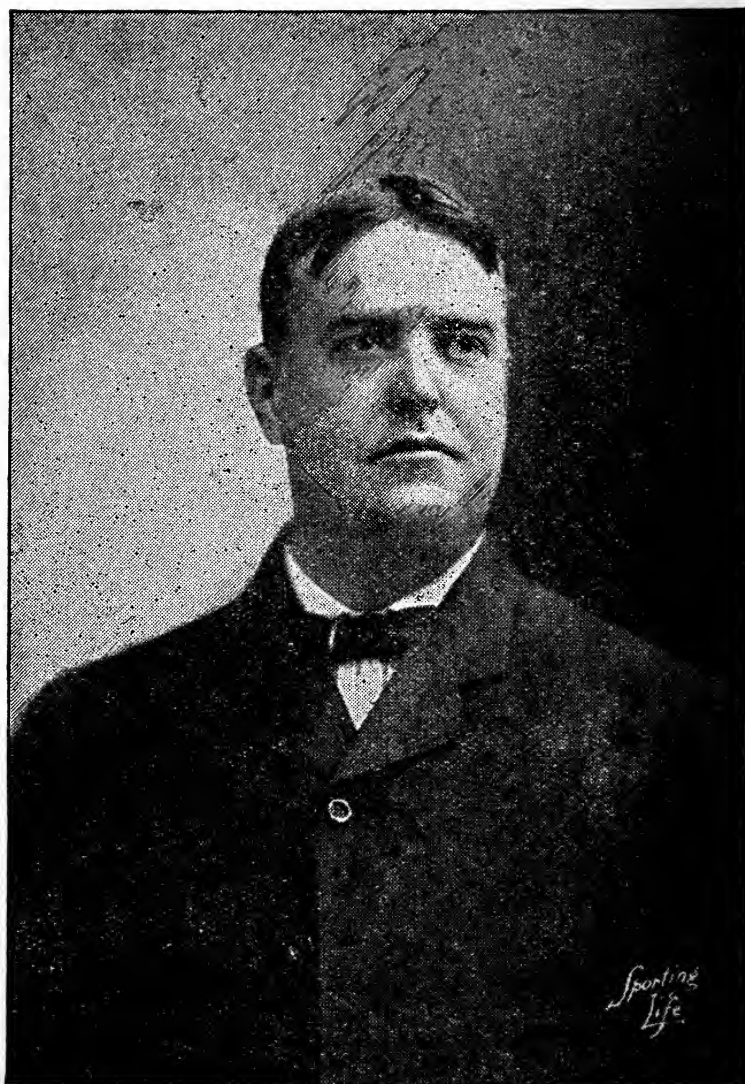
Pulliam was elected secretary of the Pittsburg Club and retained that position until he was elected president of the National League at the December meeting in this city.

On December 12, 1902, Pulliam was unanimously elected president of the National League to succeed Nicholas E. Young, of Washington.

Ever since the "Boy President," as Pulliam was called, joined the magnates in the councils he has been a very useful man to the National League. On more than one occasion when the magnates became overheated in arguments in New York city, where so many base-ball deals, good and bad, have been put through, Pulliam has jollied the belligerents back into good humor. When it was contemplated to organize the National Association to fight the American League, Pulliam worked night and day in the interest of the league. When Pulliam had all his plans arranged the magnates upset them

through demanding concessions from the Association promoters that they were unable to comply with.

Pulliam is popular with all sorts and conditions of base-ball men and is considered diplomatic enough to handle the cases that are submitted to the league and come under the president's jurisdiction.



BYRON BANCROFT JOHNSON

President American League

BYRON BANCROFT JOHNSON

President American League

Without doubt the most important figure in base-ball to-day is President Byron Bancroft Johnson, of the American League. To his skill, perseverance and execution the American League is largely indebted for its proud position in the base-ball world. In the performance of his duty as he sees it or as laid down by the law, Johnson knows neither friend nor foe. Hence, his rule, while vigorous, commands respect and obedience. His one ambition in life has been to place the American League where it now is.

Ban Johnson was born in Cincinnati in 1863, and is the son of Professor Johnson, of Avondale. During his connection with the press, Johnson frequently ran afoul of President John T. Brush, of the Cincinnati Club. Since then he has engaged in a series of battles with Brush, and in every instance he has had the better of the argument with the wily Talley-

rand of base-ball politics.

In 1893 the Western League held a meeting in Indianapolis. Brush, who was the owner of the Indianapolis team, did not attend the first day's session of the league. Charles Comiskey presented Johnson's name for the presidency, and he was elected, much to the disgust of Brush when he arrived on the scene the next day.

There was no friction during the first year, as the league did well financially, and Johnson proved a capable executive. In 1894 Johnson engaged in his first battle. The Indianapolis Club was one of the weakest in the league, and at the close of the season, Brush drafted several crack players from other Western League teams ostensibly for the Cincinnati Club, of the National League. Before the season of 1893 was more than a few weeks old, these players were sent to Indianapolis. Other club owners raised a protest against this shady transaction, claiming that Indianapolis, through its relations with the Cincinnati Club, had an unfair advantage. President Johnson agreed with them, and he and Brush locked horns. The battle lasted nearly two years, and

at one time Brush almost succeeded in throwing Johnson and the Western League out in the cold through the Board of Arbitration. With the aid of Colonel Rogers and other National League men, Johnson defeated the scheme, and Brush only saved his seat in the National Board by promising to dispose of his interest in the Indianapolis Club.

The Western League, under Johnson's handling, in the next few years became the strongest minor league in the country. In 1899, when the National League set about reducing itself to an eight-club basis, Johnson began the expansion policy that has resulted so disastrously for the National League. He changed the name of the Western to the American League, and induced Charles Comiskey to move his St. Paul team and franchise to Chicago. This move brought on a clash with the National League, the first of a long series in which the older body has invariably been worsted.

In 1901 the American League made the boldest move in its history. Johnson announced that clubs would be placed in Boston, Philadelphia, Baltimore and Washington. The Na.

tional League men ignored Johnson and his intentions and laughed at him. While the National League was in session in this city in the spring of 1901, Johnson was in Philadelphia awaiting a message which did not come until two years later, when the once haughty National League men petitioned Johnson to end the base-ball war.

The supporters of the American League have implicit faith in Johnson. One of them says: "Ban Johnson has fairly fought for and won in his ten years of base-ball leadership the fullest meed of success and is clearly entitled to his position as the greatest executive in the base-ball world. There is not a single instance on record where Johnson has failed to accomplish what he had set out to do."



BILL DOUGLASS



Geo Edwards Waddeell.

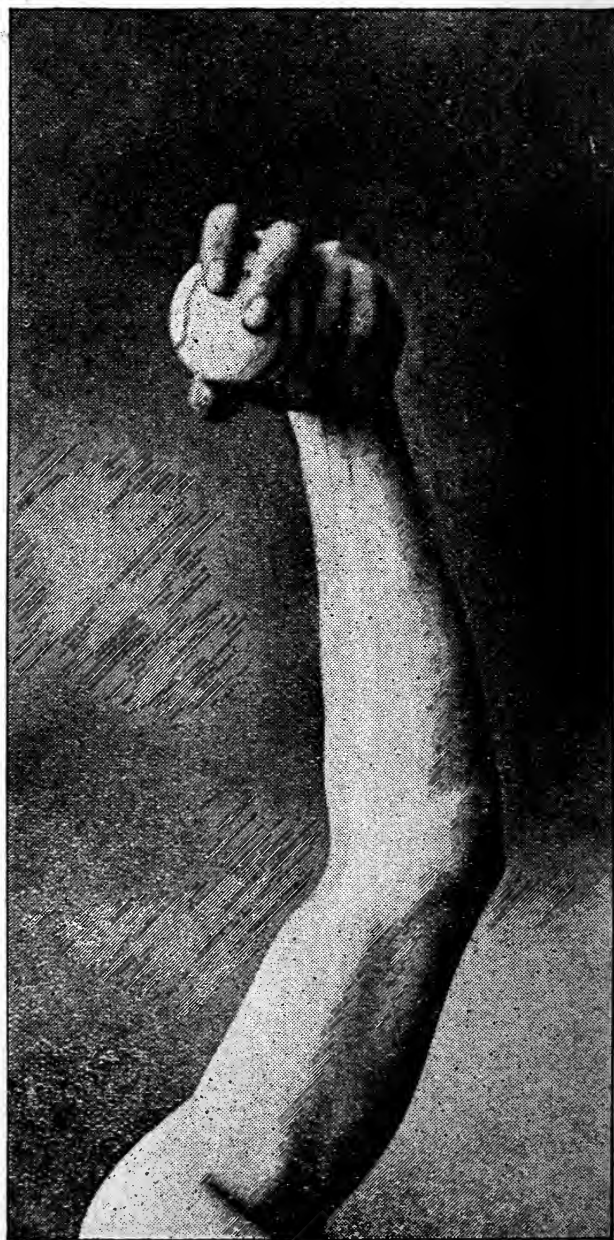
THE ART OF PITCHING

By George Edward (Rube) Waddell

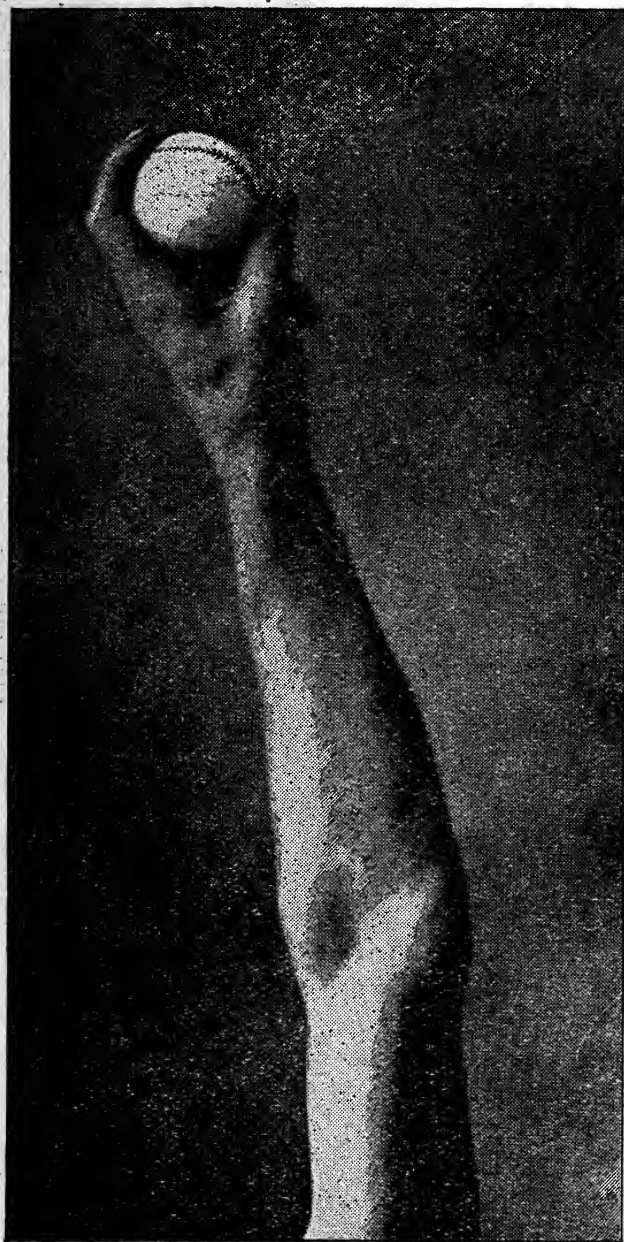
A pitcher's sole desire is to accomplish his work in such a manner as to secure the best results. My record with the Champion Athletics (American League) team during the season of 1902 was due to my ability in mastering the different assortments of balls used by the leading pitchers of the country. I varied my pitching to suit the occasions as required. Being over six feet in height and weighing two hundred pounds I had many advantages not enjoyed by lighter and smaller pitchers, especially when it became necessary for me to use speed.

My best ball is a fast inshoot, which breaks when close to the batsman and is a very hard ball to judge. I would advise all young pitchers to use a fast ball, as they will find it much easier on the arm.

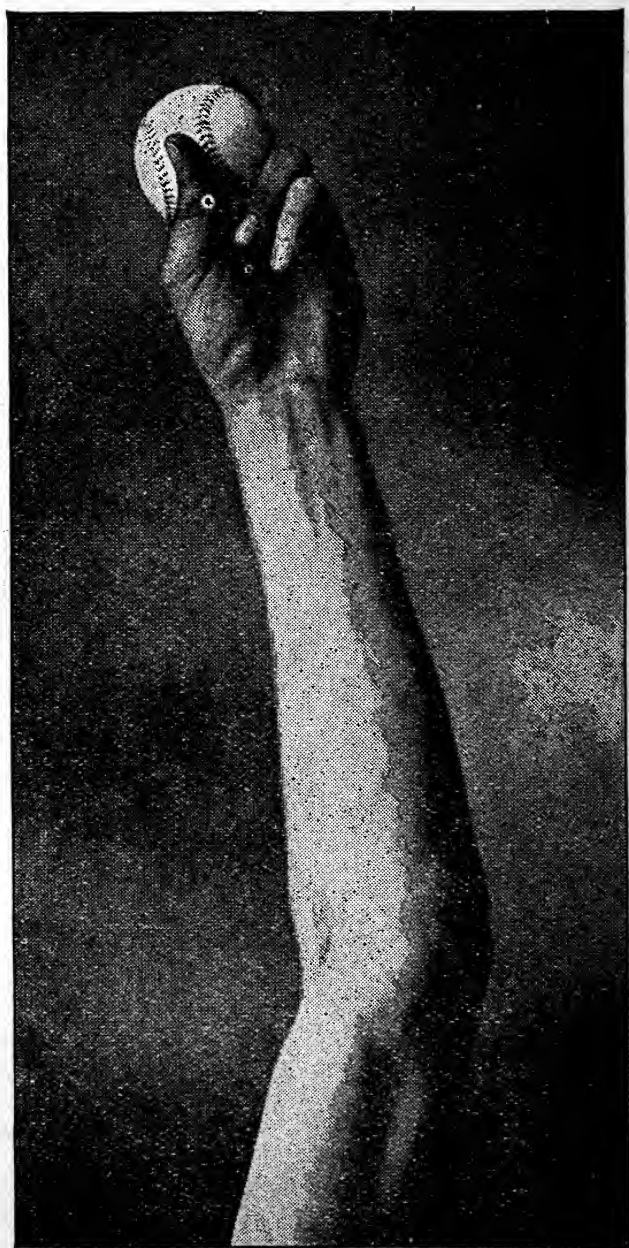
I depend mostly upon a fast ball, and up to the present time have been free from a sore arm, although I have pitched for the past seven years. But it is necessary to be able to use a



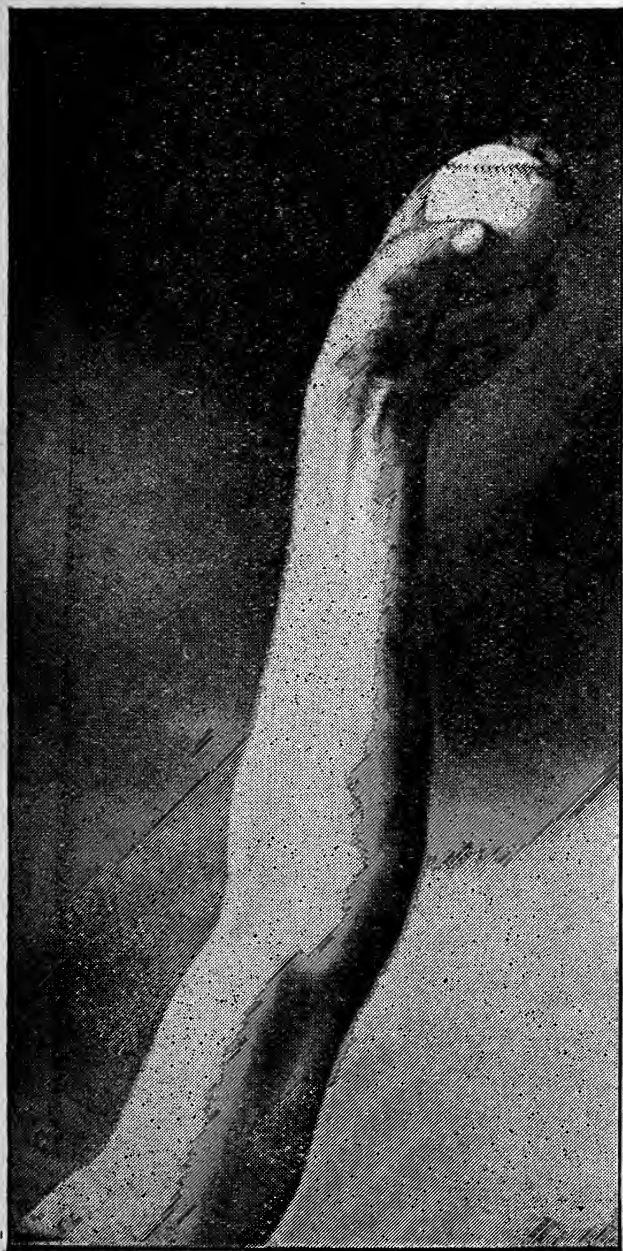
DROP BALL



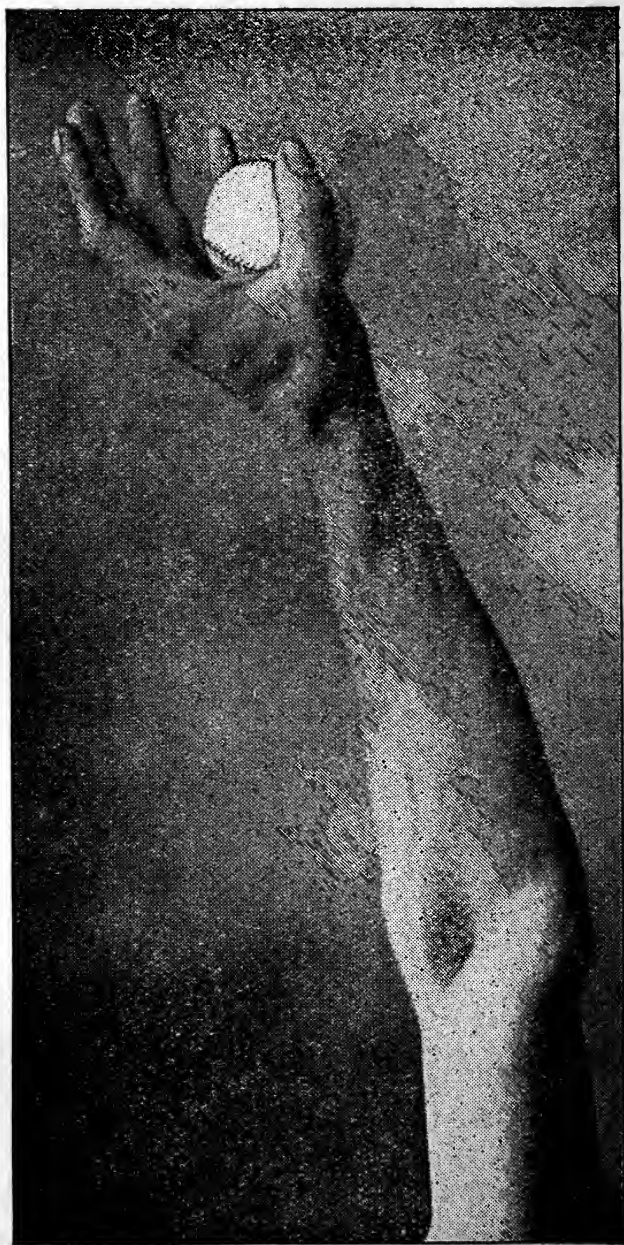
FAST JUMP BALL



FAST INSHOOT



UNDER HANDED RAISE



SLOW BALL

Art of Pitching

slow ball, with the same motion as when delivering a fast ball, which makes the speedy ball more effective.

All pitchers will have days when it seems almost impossible to get up full speed, and on such days they change their delivery and use either the slow ball or an out curve. Upon such days I would advise young pitchers to use a curve ball, but would advise no pitcher to use a curve ball when the same results can be accomplished with his fast ball.

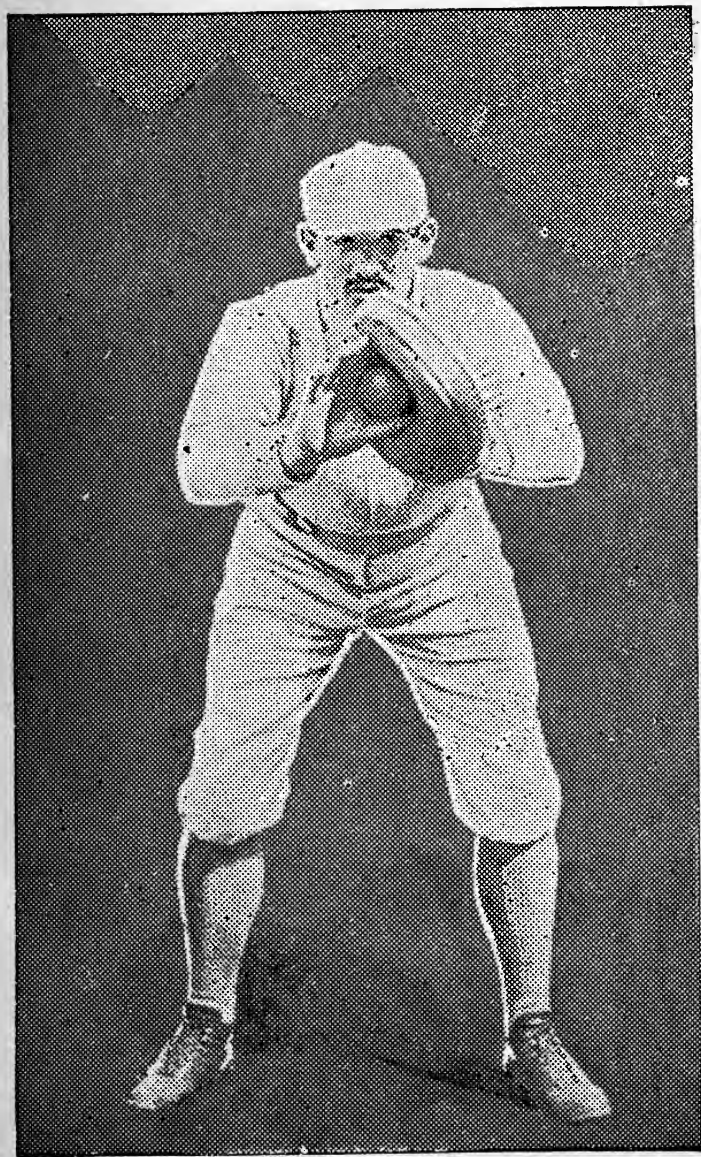
My advice to all young pitchers when first entering the box and facing the batsman is to study closely the position taken by batsman. If finding he is standing close to the plate keep the ball in close and use as much speed as possible. I would also advise young pitchers when being hit freely to stop and rest, or, in other words, to steady himself long enough to regain his control. This will also worry the batsman, and that is the main thing in pitching.

Geo Edward Waddeell



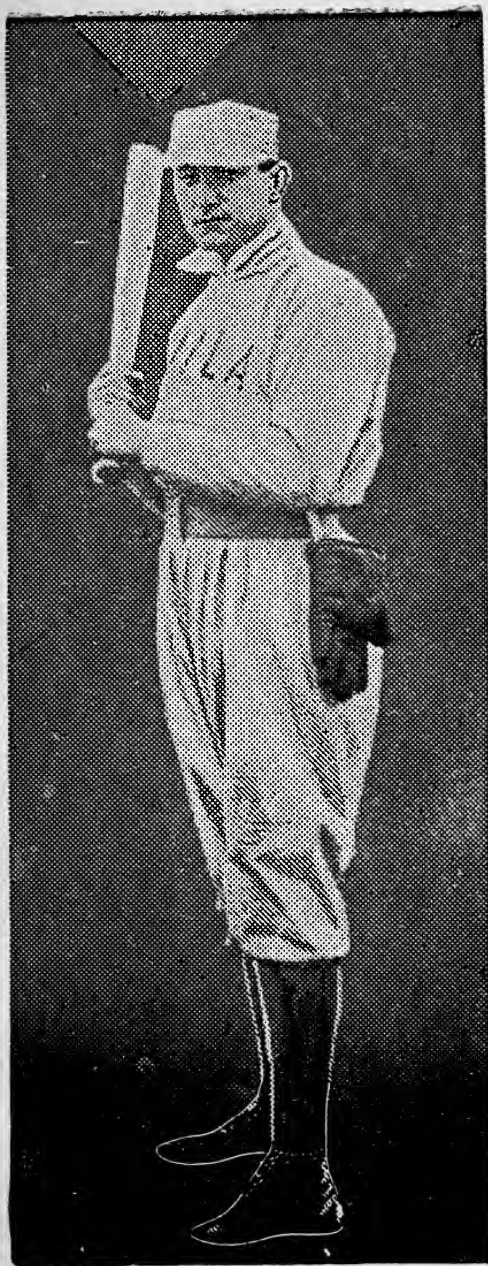
H. D. QUIN

President American Baseball Association



EDDIE McFARLAND





NAPOLEON LAJOIE

HOW TO PLAY BASEBALL

BATTING



THE most difficult feature of baseball in which to acquire proficiency, and the one to which least attention is usually given, is batting. This is especially the case with young players, with whom inability to hit is the greatest weakness as compared to fielding. Just as clean fielding can be witnessed in amateur games as that seen in the best professional contests, but the batting is

always light. Much of this can be overcome if more attention and time are devoted to it.

It is a grievous error to suppose that batting practice consists of hitting grounders to the infield or long flies to the outfield. While no harm can come from such form of practice, I do not consider any great good will follow. The practice is so entirely different from that which is required when actually hit-

How to Play Baseball

ting pitched balls, that it does not improve the player's hitting any more than lawn tennis or exercises with Indian clubs.

It helps to develop many of the same muscles of the wrists, arms, body and legs that are used in actual play, and to that extent it is a good thing. But its uselessness as an aid to good hitting lies in the fact that it does not train the eye.

It is not good batting practice to hit against a player who knows nothing about pitching, but who insists upon taking his place in the box and just tosses the ball over the plate. The only real practice is when the batter takes his place at the home plate with a pitcher who has good control and is possessed of a fair amount of speed. In that way only can the brain, muscles and eye be taught to work in unison. There is one thing to be avoided, and that is hitting against a swift pitcher who does not know himself where the ball is going.

It is not very pleasant or agreeable to receive a hard blow on some tender part of the body from a wildly pitched ball, and it often affects a player's hitting. It not infrequently develops an uncontrollable nervous fear, which often causes a man to shrink away from the plate in spite of himself. The fear of being hit has made many bad players of young men who otherwise might shine on the diamond. The change in the rules giving a batter his base when hit by a pitched ball has had a tendency to help many of the batters' averages.



LAVE CROSS
Third Baseman, Athletics

Batting

When a player takes his position at the plate he should wait patiently until the ball travels directly over the centre of the rubber. Do not lose sight of the ball from the time the pitcher starts to deliver. When he draws back his arm, take one short step and meet the ball just as it reaches the plate. Then hit out straight on a line to the field. From the grand stand it looks easy enough. To sit back of the catcher and see the balls coming over the plate the average spectator will wonder why they are not hit out of the field. But to the batter himself, they look altogether different. Since the pitchers have mastered a slow ball it is now more difficult for the batter to gauge the ball, as the pitcher will send a very swift ball and the very next time may deliver with the same motion a slow one which will hardly reach the plate. In this way the batter is kept guessing as to what to expect next.

There are certain points in batting to be observed, especially in the matter of "form," and while there are apparently many styles of hitting, to be successful it is necessary that they should all agree in this respect. The element of chance, or luck as it is called, enters largely into the question. The hardest and most difficult kinds of hits will often go into the waiting hands of a fielder, while a little punk or bunt will sometimes drop into safe territory. But in the long run chances of this kind will break even.

The first element necessary for a successful

How to Play Baseball

batsman is to acquire the proper "form." This does not mean exactly the position to be assumed while waiting for the ball, because each batter may, and, as a rule, does, have his own peculiar distinctive style. This is noticeable with professional ball players, and many of them are recognized by this style when at the bat rather than by their features.

When in the act of hitting there is a certain "form" which should be religiously observed. And this, in its salient points, is the same with all good batters. Standing within easy reach of the plate, the batter should hold himself in readiness to hit the ball which is best suited to himself. It is often more advantageous to the batter to let a strike be called on him than to take chances on hitting at a high ball when he would much prefer a low one. When the ball is pitched he should not move until he has seen where the ball is going.

Do not step forward until you see the ball coming towards the plate, and then take a short step and directly towards the pitcher.

When hitting the body should be held nearly straight; just a slight stoop, so that when the bat meets the ball the weight is principally on the forward foot.

Too much care cannot be exercised by the batter when taking his position at the plate. It is impossible to change the position when once taken, and any slight miscalculation he may have made in the speed or direction of the ball will operate against him, and he would



SCHRECKENGOST

Catcher, Athletics



Batting

have no time to remedy the error of judgment. A short stride is important, for the reason that if any miscalculation has been made for speed or location of the ball he might be able to change his position, and a long stride would put him in such a position that no such change could possibly be made, and the batter would be at the mercy of the pitcher.

It will also be found that a long stride will lose the batter all of the height and reach, and would necessarily force the man at the plate to hit at a high ball which he might otherwise have met on a line. The player who takes a long step naturally stoops down as he hits, and this fact would be a great disadvantage to him with high balls.

The ball that would have been of fair height he would find would be over his head. The batter should generally step directly towards the pitcher, unless he has good reasons for doing otherwise, as, for example, if he is trying to hit in any particular part of the field. In that case he should step accordingly.

A right-handed batter attempting to hit towards right field should stand at least eighteen inches from the plate, and before hitting should wait until the ball is directly over the home base, taking a short step toward the plate. By standing erect the batter is in better position to hit at any good ball, and is not so easily fooled on a slowly delivered ball.

It is not necessary to hit hard in order to drive the ball a great distance. The secret lies

How to Play Baseball

in meeting the ball with a quick and short snap, putting the whole weight of the shoulder just at the proper moment. There are some of the very best batters who hit entirely with the arms, while others use principally the shoulder and simply push rather than swing. It is a great mistake to swing too hard at the ball. The effect is certain to take away that which is most required—that is, judgment of height, judgment and speed.

If a player would remember that it is much better to think of making single hits rather than attempt home runs, his batting average would materially improve, though now and then a player should attempt to put a little more force in hitting, especially if he finds the outfielders playing a rather short field. Some of the longest hitters on the diamond are men who seem to make the least effort.

When swinging at a high ball the bat should be held in such a way as to bring it downward to hit the ball in such a manner as to send it on a line to the outfield. The ball should be met about six inches from the end of the bat. Should the ball strike a little further up or down on the centre line of the bat, or, if it does strike fairly on the centre line, it will still be thrown off toward first or third base on a line, and not up or down, as would otherwise be the case. In holding the bat, the hands should be kept slightly apart, but not so much so that it would interfere with an easy and free swing.

After a short time the player will be better



"CHICK" FRASER
Pitcher, Philadelphia (N. L.) Club

Batting

able to judge for himself how he should handle the bat, choosing his own peculiar style which comes most natural to him.

When a sacrifice hit is needed the player should, by all means, have his hands fully three inches apart, and lean forward, waiting for a low ball, which can be better placed than a high ball. In picking out a high ball to sacrifice, the batter is more liable to hit an infield fly. Too much attention cannot be given to sacrifice hitting, which is one of the first things a player should learn. Every ball player who pretends to play the game with his brains, as well as his arms and legs, should be able to hit in whatever direction he desires. A batter cannot always place the ball in any particular spot, but he can, with practice, hit into the right or left field at will. The advantage of this to a player and his team cannot be overestimated, and such players are valuable to any team.

Confidence is one of the greatest factors in successful hitting. The player who faces the pitcher with timidity written all over his face is not only handicapped from the start, but he is already half out. On the other hand, the batter who does not feel any fear becomes inspired by his own confidence, and for that very reason is more liable to hit well. Enthusiasm is another element in good batting. A player who loves to bat can be depended upon, when the occasion requires his best efforts. This is often the reason that batting is done

How to Play Baseball

in streaks, and many players for a number of games will lose confidence in themselves and cannot hit the simplest kind of pitching. It is a fact that a whole team has failed to hit for eight innings, and then go in and bat out a victory. Some one player will start the ball rolling by lining out a clean hit, giving confidence to the next man, and so on down the line, until the game is won. To win a game of this kind gives confidence to the whole team, and when they take the field the next day, the possession of greater confidence is apparent.

In order to be a good batsman, the player's eyesight must be perfect. No player can possibly make a good batter who has had trouble with his eyes. It requires a quick, strong eye to keep track of the ball and tell when it is over the plate and at the right height for hitting. Nervousness, when at bat, is to be avoided, and the desire to hit at every ball pitched should also be avoided. By resisting the temptation to strike the first ball pitched, a player will gradually increase his confidence. A nervous player is easily "worked" by the pitcher, for the reason that he can hardly wait for the pitcher to deliver the ball. He thus throws himself open to be fooled by almost any pitcher.

The most important attribute in the composition of a good batter is courage. In this term, I include the self-control and the resolutions by which a player will force himself to stand before the swiftest and wildest pitch-

Batting

ing without flinching, and the fearlessness that can contemplate the probability of a blow from the ball without allowing the judgment to be affected. As a rule, the poor batters are players who are afraid of being hit. The player who has such fear will frequently get in the way of the ball, where the player with confidence will escape being hit. This is due to the fact that when he sees the ball coming towards him he will step directly to meet it. A first-class batter will not mind being hit now and then without having any tendency to fear the pitcher when called upon to take his turn at bat. The player who will stand at the plate in an easy position will seldom get hit, owing to his ability to move quickly. The player who sinks the spikes of his shoes deep into the ground cannot easily extract himself from that position should he find it necessary at any time. The batter's mind should be concentrated on the ball when he is at bat. This is not a difficult matter to some players, but to others a determined effort is necessary.

The nerves must be taught and kept under control. To some this may seem an utter impossibility. Instinct of self-command is such a controlling power with them that they find themselves drawing away from the ball. Try as they may, they are not able to stand up to the plate. The player who cannot break himself of this habit will never amount to anything in the hitting line.

In order to break yourself from stepping

How to Play Baseball

away from the plate, throw the forward foot toward the plate, keeping the rear foot a little further away. Every style of batting should be tried before giving up entirely. Should you find it utterly impossible to overcome this weakness, you would do well to give up all thoughts of becoming a professional player.

PITCHING

T



DOUGLASS

HE pitching department is the most important on any team, and the pitcher is the central figure around which others are grouped. No matter how strong a team may be, it cannot make a good showing unless the man in the pitcher's box possesses the requisite skill to mystify and deceive the opposing batsmen. A pitcher, after winning the game, has often lost it

again through becoming rattled, thus while a man may be a little short of marvelous in pitching curves, drops or inshoots, his work is apt to become non-effective if he is not the possessor of a cool head and is not backed by a clever, wide-awake catcher, who can put life into an otherwise mediocre nine. It is not, however, the catcher that is to be considered in the present article, but the pitcher, who, if he is first-class, is the master of all batters. He is not always the man who can deliver the swiftest ball that is the most effective. Speed is an admirable requisite, but to become a really first-class pitcher a knowledge of all

How to Play Baseball

curves, change of pace, judgment of batting and a keen observance of conditions as they may exist at different times are necessary.

Where formerly a fast ball was considered the most effective, the present up-to-date pitcher must be able to vary his speed as conditions warrant. Speed should be practiced, but no attempt should be made to overdo it. With speedy balls should be mixed slow and curved ones. There is also a danger in a pitcher being too true; that is to say, he puts too many balls over the plate, which gives the batsman greater confidence in facing them. When the batter knows that the ball will cleave the centre of the plate every time he will keep close up and will be able to gauge the delivery more accurately than if a ball is thrown close to the batter, which will drive him away from the plate. This error is often apparent in young players, who use every endeavor to pitch every ball in a direct line. Avoid this and try and make the batter afraid of your delivery.

To field his position is another necessity in a good pitcher. Should a pitcher be backward in this respect he should practice continually until he is able not only to catch the swiftest ball, but field the hardest kind of grounders. The pitcher is nearer the batter than any of the fielders, and as a result he has very little time to make up his mind what to do should the ball be driven in his direction. In this he must be quick to act, and until he learns to master the fielding problem he cannot be considered a

Pitching

winning pitcher, more especially at the present time, when such great strides have been made in hitting, and where the bunt has been so successfully developed.

Watching bases when any of the runners are on them is very important. It is a fact that a pitcher who can hold the base runners close to the base can be batted for double the number of hits and still have fewer runs caught off him than the pitcher who fails to hold his men safe.

A pitcher should hold himself in a straight, upright position preparatory to throwing the ball. He should also throw with a quick, short snap. By so doing he can be depended upon to catch many men napping at first base. He should watch his catcher, who faces the field, and who can signal where and when the ball should be thrown. By proper attention to the man wearing the pad he can be saved many useless throws and frequently catch men off bases who otherwise would be safe.

The pitcher should start for first the instant the ball is hit in this direction, providing it is not a long drive. The advantage of this is obvious. In the event of a fumble he will then have plenty of time to make the put-out. It is work of this kind that makes a pitcher the most valued member of a base-ball team. He should be ready for any emergency, and in a position to cover any base left vacant, so as to catch the runner between the bases. Strive to make the base as soon as possible, so as to be better able to return the ball.

How to Play Baseball

Never fail to back up the catcher on all throws from the outfield to the plate. There are times, however, when it might be advisable to get in line in front of the catcher, to handle the ball, making the throw to second. Such an action can be prompted only by the conditions as they might exist. The catcher has full observation of the entire field, and should he find the throw will be ahead of the base runner he can readily instruct the pitcher to stand aside.

When backing up a fielder take a position at a fair distance, say about 50 feet from the fielder, so as to be sure of the ball, and ready, prepared for any erratic bound. Many runs can be saved by this work. No ball player is perfect, and everyone is liable to commit an error at any stage of the game. It is to prevent as far as possible these errors being disastrous that the pitcher should always back up the infielders.

A pitcher must always know just what to do with the ball when hit to him. Care should be taken to anticipate a play as far as possible. The pitcher should review the likelihood of different plays, and when determined deliver the ball. Too much haste in this respect often results in a wild pitch. On the other hand, long delays are often dangerous. Do not pitch until you are ready, but when ready do not hesitate. Should any kind of failure follow any play, do not attempt to offer excuses, either to yourself or the captain of the team. If a

Pitching

mistake is made it is too late to rectify it, and the proper course to pursue is to prevent, as far as possible, a recurrence of the bad play.

When throwing to base do not attempt to hold the ball for any lengthy period. It is just as easy to put a man out when he is midway between the bases as it is to draw a decision close. If by chance the fielder should drop the ball after being thrown to him, this will give him a better opportunity to recover it. It is far easier to avoid mistakes than to remedy them.

Poor support will often dishearten a pitcher. Remember that everyone has an off day, and while it is hard on a pitcher to suffer from lack of support when he is pitching in good form, it is the pitcher's duty to infuse spirit in the members of the team, and not give way to petty spite because of unavoidable accidents. Should any pitcher display a lazy, care-nothing disposition the feeling often travels to the other members of the team. It is infectious, and he should show an aggressive spirit, which will invariably insure him the best of support.

The necessary qualities which go to make up a successful pitcher are as many as varied. Few pitchers possess all the qualifications, but the one that displays the greater number is always in demand. He can nearly always be depended upon, and will often pull a team out of a big hole. A pitcher with a sulky disposition will cause dissatisfaction with the other members of the team. First, the result of the game de-

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depends upon the ability of the pitcher, and secondly, upon the support given him. If the pitcher is equal to his task the second result will follow.

There is not a batter on the diamond that does not possess some particular weakness, and it is the duty of pitchers to study each man closely when he comes to bat. Should a batter be regarded as a great hitter, it is advisable to try different styles of delivery. In base-ball it is difficult for a man to secure a false or unearned reputation. He must earn his laurels on the ball field by actual work, and not through judicious exploitation. The hit column on the score card is the best and really only indication of a man's batting ability, and when the time arrives to face such a player the pitcher should step from one side of the rubber to the other, giving him a different kind of ball each time until his weakness has been found. Don't become discouraged should you fail to discover the weak spot at his first or second time at bat. Perseverance is the keynote of success in base-ball, as it is in everything else. The greatest need for the pitcher is endurance. Many games have been lost through the pitcher's inability to stand the physical strain. Big, powerful men have a decided advantage in this respect. It is a notorious fact that very few light men make first-class pitchers. There are exceptions, of course, and occasionally a really great pitcher has been found below the physical standard ordinarily set for

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pitchers. When this is the case the pitcher has depended upon an excellent assortment of curves and changes of pace and speed. Batters can be enticed to go after balls which they otherwise would not attempt to hit. A high fast ball around the neck is the most difficult ball to hit, and one which the batter will find the most tempting. They seldom fail to strike at it, and if they do manage to connect with it the result is a fly. A curved ball should start for the batter's shoulder, having a slight drop, and the batter will invariably hit such a ball into the air.

CATCHING

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VEN to the uninitiated the position of catcher on the baseball field is a most important one. In a large measure the effective work of the pitcher depends upon the man who wears the mask and chest protector. Many good pitchers have been spoiled by poor patching, and hence you will invariably see an old and experienced catcher in the big leagues delegated to catch a young pitcher. If the latter has full and complete confidence in his team mate he is certain to do his best work, but otherwise he may prove an easy proposition to his opponents.

Wild pitches are liable to occur at any time, but the danger of them proving disastrous is somewhat minimized by the good work of the catcher.

The position is also the most dangerous on the nine. Were it not for this fact, it would be the most desirable. Ball players are human and they play superior ball under favorable conditions. They revel in applause and encouragement, and the position of catcher gives

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the player more opportunities for showing his true worth in judgment and skill than the other members of the team. All players desire to figure in the most important plays on the field, and in this respect the man with the mask is the same as the rest of the players, and he likes to occupy the position of honor when the opportunity presents itself.

The catcher's work always shows for itself, and is usually more appreciated than that of any other player. Some catchers are always trying to make their work as easy as possible, and at the same time impress upon those near them that they are not playing for themselves. These men prove a big handicap to their teams, and are looked upon as individual players. The catcher who is imbued with the desire to win everything and anything can usually be depended upon under almost any conditions. If a catcher has nothing but victory before him he will take desperate chances, and should he fail in the play, his fellow players are always ready to pat him on the back. Such a player will help the team to win championship honors.

A good, aggressive, intelligent catcher is of more value to a nine than any other single player. He has practically the control of the entire team and of the situation. He stands facing every player on the field, consequently he is in a position to direct movements that might be lost to the captain. Should he find his field is playing close in to the line he will be careful not to give the signal for such a

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ball as should under ordinary conditions be hit into the territory. He can watch every play, advise the players, and lend his captain invaluable assistance.

A tall, active catcher has many advantages. By reason of his long reach he is able to reduce the number of wild pitches and stop many balls which with a shorter man would escape the clutches of the catcher. A pitcher always prefers a tall catcher to a short one. Not only is this advantageous to the pitcher on account of the ability of the catcher to reach the ball, but it gives him greater confidence, inasmuch as he is given a bigger mark behind the plate to throw at. A pitcher will usually throw swifter and dish up a greater variety of balls if he is backed up by a big, efficient catcher.

Weight is also an important factor in blocking a base runner. In case of a collision, a heavy catcher will have the greater advantage with desperate base runners. It will require a considerable amount of nerve on the part of a runner to tackle a heavy catcher, and this also carries advantages, as the catcher will throw his knees well forward, making it very difficult for the runner to score. The heavier the catcher is the less will be his chances of injury in such a case.

Grit is a necessary attribute in a catcher. He is called upon to face almost every kind of ball thrown, and the necessary stamina to enable a catcher to keep up with his work day after day is a severe strain. No catcher should

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attempt to escape a speedy pitcher. Sooner or later he must face them, and, like every other position, that of catcher requires as much experience as possible to perfect the individual for the position, and he will find himself greatly benefited by handling the hardest kind of balls thrown by pitchers. Should he confine himself to occasional work he will find it difficult to withstand the strain, but with constant practice he will find his work come much easier.

Hard and conscientious practice is absolutely necessary. This is shown by the players who have not caught for a week. Often you will find them when in this condition dropping many balls during a game. Their hands become soft, and they lose sight of the ball, hence you will find the catchers working hard, even when they are not to catch for a couple of days. The ideal catcher must not only be able to stop the balls, but he must be an accurate thrower, quick of wit, and taking every opportunity of any play that may come up during a game. The uselessness of a catcher who is not an accurate thrower is apparent to every student of the game. He must watch his bases closely, and should any of the opposing runners attempt to steal on him he should be ready to send the ball directly over the base and at a height that will enable the fielder to score a put out without reaching several feet or running off the base to reach the throw. Wild throws by the catcher have been responsible for the loss of many games, therefore when a

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young player is practicing it is well for him to remember that he is improving himself in always trying to throw straight.

Head work counts behind the bat. While a backstop may not be wonderful in handling the balls neatly, yet with a good head he may, in a great measure, overcome this deficiency, and on account of his great generalship and head-work will be recognized as a winning player. It is impossible for an individual to combine all these qualities, but it is well to possess as many of them as possible.

Signaling is an art acquired by only a few. I mean by that, the use of a set of signals which will defy detection. Few of the best catchers use the same set of signals, and many of them change them during the season. Many of them in signalling to the pitcher use the finger signs, which are as follows: One for a curve, and two for a straight ball. When signals are used, no matter what kind, always be sure to keep the knees close together, that the coaches on either side of the line will be unable to detect them. Always change your signs when a runner occupies second base, as he will be in a splendid position to detect any kind of signs or signals.

The first duty of a young player who desires to become a catcher is to acquire a correct style. This does not mean mannerisms or anything of the kind, but an approved position of the body, feet and hands, the best manner of catching a ball, the proper place to stand,

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how to throw safely and quickly, and the best motion for throwing. The object of this is to accomplish the best results with the least effort. This should be followed by a study of the different points at play. There are many styles of play, but throughout there is a certain resemblance in all which may be generalized. When a catcher takes his position he should assume a stooping posture. The body should be well bent forward from the hips, so as to enable the player to handle the ball at any height. Crouching to the ground should be avoided, as a player who insists on so doing will never become a first-class catcher. An easy position should be assumed as far as possible. Where the catcher crouches he is unable to control the erratic flight of the ball. Energy is a necessity in a good base-ball player's make-up, but much of it is thrown uselessly away by some players who make more work than is necessary for themselves. Not only is it inadvisable to create work from a physical standpoint, but it invariably results in something akin to disaster for the catcher's team in the loss of runs.

A catcher should keep his feet close together, not more than 12 inches should separate them. It is a notorious fact that many catchers disregard this rule, but this is a serious mistake, and a little reflection will readily convince the player of this. While in such a position he cannot change his position and handle the ball as quickly as though he kept his feet closer to-

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gether. He is deprived of that agility which all good catchers must have. On low pitched balls he is greatly handicapped, as in such a case it is necessary to have the feet together to assist the hands. Should his feet be spread out, the catcher will find it next to impossible to stop the ball. Upon the face, these matters may appear of minor importance, but it is their observance which often draws that line of distinction between a first-class and an ordinary catcher. It is always advantageous to the catcher to be seen at his best. As I have already pointed out, a good catcher never forgets he is behind the plate and has his mind centered on everything that is going on during the game. He must be alert to every situation, ready for any emergency and reliable under all conditions.

A complete understanding should exist between the catcher and pitcher. The catcher should stand directly behind the plate, and after giving the pitcher the sign for the style of ball wanted he should place his hands upon his knees or directly in front of him. This is done to keep the batter guessing as to the kind of ball to expect. Many batters watch the catcher closely to see what position he settles himself in before the ball is delivered. Some of them can by so doing anticipate the ball and be prepared for a curve or straight delivery. It is not to be supposed that each batter can foretell the ball by this means, but long experience will materially aid the latter in this respect, and

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he will be able to help his batting average by this trick. It is to prevent the possibility of this that it is advisable for the catcher to keep his hands on his knees or in front of him.

If the catcher is in a proper position he can always change to another after the pitcher is about to deliver the ball. He can then step in or out as the occasion may demand, and the batter has not time for a side glance when the pitcher is in motion. His mind must be centered on the white sphere which he knows will soon be spinning in the neighborhood of the plate, and any diversion of his mind will result in a strike being called on him.

Some catchers in throwing to the bases do so with scarcely a perceptible move. The advantage of this is obvious. They get the ball away quickly, and as a rule are very accurate. These men do not as a rule last long. The strain is so severe that the arm will give out. Very few catchers will throw this way. The amount of physical exertion necessarily handicaps many of the catchers in this respect.

Throwing to bases is very important to the catching department. The secret of success of the first-class catchers is not so much their ability to handle the ball safely, but to get it to the bases promptly to hold or catch a man trying to steal. This needs lots of practice, and when not actually working behind the plate young players would do well to practice the work. Here again is the possibility of overdoing it. The catcher's arm is in no way

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different to that of any other member of the team, and is liable to give out at any time, thus removing him from his sphere of usefulness for a time. In throwing to bases a catcher should be in a position to receive the ball on his right side. When in the act of catching the ball take one short step with the left foot, and in throwing the ball send it straight from the shoulder without drawing the arm too far back.

While the catcher may not get the greatest amount of speed by such a throw, he will more than compensate for this by catching more base runners than the catcher whose swing is longer and more labored. The time consumed to draw the arm back and gather the energy sufficient to propel the ball at a high rate of speed is more than the difference in the actual traveling time of the ball between the catcher and fielder.

When throwing a great distance the ball should be thrown overhand. This insures a long and sure throw; but when throwing to first and third bases a snap throw can be used to greater advantage. To make an accurate throw the arm must be in good position.

Many young players labor under the impression that a stiff arm is desired. This is a mistake, as it not only tends to injure the hands, but renders it difficult to hold the ball properly. The arm should be kept free, with the muscles relaxed, so as to give with the ball when in the act of catching. By meeting the ball with a

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stiff jolt the strain is considerably greater on the catcher than when the hands are gradually drawn back to break the force of the throw. The hands must be kept in good condition and are liable to give out at any time; therefore it is advisable to take as few chances of having them crippled as possible.

It requires considerable time and practice to become expert in handling foul flies. A player in the outfield can watch and gauge the flight of the ball from the time it leaves the batter's stick until it is caught. With the catcher this is different. In nearly every case the ball is hit in such a direction as to fall behind him, and he has very little time to decide upon the course he intends to take. Some good practice and experience can be gained by having a player hit the ball straight up in the air. The catcher should stand up close behind, just the same as in an actual game. Another point that is well worthy of consideration is a study of the direction of the wind. Often a ball that is hit straight in the air will be carried many yards during its descent by a strong wind. Many catchers are guilty of misjudging the ball on account of the high wind.

One very important point in advice to catchers is guarding the home plate from base runners coming home. There is a wide difference of opinion as to the best place for a catcher to stand when waiting for the throw to cut off the runner. Some catchers stand a few feet back of the line and near the plate, claiming

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that in this way the runner is prevented from sliding around them. The proper place for a catcher when waiting for such a play is in front of the plate and a couple of feet toward third base. From this position he can handle the ball with greater facility and minimize the chances of his man dodging.

When a runner slides feet first and throws his body on one side it is a good rule to get the arms as close to the ground as possible. Fearlessness is essential in a catcher's make-up. He must be ready for all plays, resourceful in the extreme, and alive to every situation on the ball field.



FIRST BASE

Up to recently first base was considered an easy position to play. By many it is still thought to be one of the easiest positions on the ball field. This feeling is due to the fact that the first baseman is supposed to do nothing but catch thrown balls. This was in a measure true a few years ago, when the game was not surrounded with the scientific elements which govern it to-day. When the underhand throw was in vogue, and the scores often amounted to the century mark in a game, the first baseman's job was a sinecure. The gradual improvement of the game has necessarily resulted in making the first base one of the most difficult positions on the ball field to fill.

Each succeeding year witnesses the introduction of a variety of plays, and as some of them are good it requires a player of great discrimination to determine which of the new plays are adapted to his style of fielding and those likely to prove the most effective. What is true of the catcher is equally so of the initial baseman. He must watch carefully all plays, as perhaps 50 per cent. of the batted balls are returned to first base. Should the catcher drop the third strike, the first baseman must run up to meet the ball, as in this way he would not only be in a position to touch the runner trying to reach first, but would also be in a po-

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sition to cut off the runner from second or third base, should either of them be occupied.

It is always advisable for a first baseman to cut off the player from third in preference to the runner trying to reach first. Many players are too anxious, and instead of making sure of the man coming home they will try for a double play. This often results in the failure to put either man out. It is always best to be sure of one man. Double plays are of immense value in any game, and should be encouraged at all times, but there are exceptions, when such a play is dangerous, and in such a case it is well to remember that one out is better than none at all.

In the introductory chapter on the duties of the first baseman particular stress was laid upon the importance of the position as played to-day compared with that of a few years ago. Attention was also paid to his general work and the necessity of a close observation of the work of the batter. In this latter respect the first baseman must be particularly alive, as the majority of batted balls are returned to him. On ground balls, with the bases vacant, the man covering the initial bag should play a deep field, depending upon his pitcher to cover the base for hits within the actual diamond. By so doing it will give him an opportunity to stop what otherwise would be a safe hit. In this event he should use excellent judgment in throwing the ball to the pitcher, who covers the base. As is mostly the case, the first baseman

First Base

has an abundance of time to throw the ball to first base, and he should not attempt to throw it hard from a distance, but wait until he is within a few yards of the base, and then toss the ball underhand, which enables the pitcher to catch it. An overhand throw from a short distance is often puzzling and difficult for the player to handle.

When a runner is occupying first base, with no one out, the first baseman should watch the batter closely. He should endeavor to watch just exactly what play is intended, and in the event of an attempt to bunt towards first base by the batter, he should take the chance of running in so as to secure the ball and cut off the runner at second instead of putting the man out at first. This will prevent the sacrifice and often enable him to accomplish a double play. This is acknowledged by all ball players to be one of the most important plays. All the first-class first basemen follow this plan, and it seldom fails to work, for, in addition to depriving the batter of a sacrifice hit, the play invariably disposes of a much-needed run. When such a play is being made it is bad policy to hurry. When the first baseman secures the ball he should face the second base and pause momentarily so as to be sure of a true throw. The second baseman or shortstop is certain to be at the bag waiting for the throw. After the ball has left his hands the player should return to his position at first so as to complete a double play, if possible. This does not apply

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to the case where the question of securing the runner to second is problematical. Always be sure of your man, giving the leading base-runner the closest attention.

A player covering first base should be an expert in handling low-thrown balls. Often it becomes necessary to make a clean pick-up to enable the player to secure a put-out. It can be readily seen that unless the man covering the initial bag is proficient in this particular department of the game, he will often fail to make the necessary play. A long reach is advantageous in this respect, also in stopping what, under other conditions, would be a wild throw.

Many of the most famous first basemen have been favored with a phenomenally long reach. This enables a player to step forward or sideways and reach the ball while keeping one foot on the bag. In the case of a man of short stature playing this position, he would often be compelled to jump high in the air or leave the bag temporarily while he went after balls which could be easily secured by a man with a longer reach with little apparent effort.

The fielder is not always able to gauge accurately the throws, and the ball is liable to be thrown either one side or other of the base. To be certain of handling the sphere it is advisable for the player to stand with both feet in front of the base, so that he can readily change his position to suit the direction from which the ball may be coming. It is good practice for a player to reach as far as possible for every ball

First Base

thrown him. Many players who will wait for the ball to come to them without going after it will often lose a put-out. A first baseman must also be good on foul flies, as a man fielding that position is often called upon to handle the most difficult kind.

Often the first baseman is called upon to handle the flies that belong to the catcher and pitcher. To do so successfully he must be a very speedy runner. The hardest kind of flies to judge accurately are those that take an almost perpendicular direction.

It is well to remember that, in fielding the first base position, to be always on the alert, watch carefully the batter, and to go after the ball rather than wait for it to come to the player.



SECOND BASE

Second base is considered the most satisfactory and desirable position to play in the entire infield. Ball players, like all professional people, do their best work under the stimulating effects of liberal applause, and, as the second base position carries with it a larger territory to cover, it necessarily follows that the player has more opportunities to distinguish himself in this position by making brilliant plays than in any of the other positions in the infield. It can readily be imagined that the second baseman should be the possessor of a cool head, as much depends upon him giving signals to the various players, which duty falls upon him when the bases are occupied by baserunners.

With a man on first and third base, the second baseman should signal the catcher for a long or short throw, as the case warrants. The shortstop should then be given the sign as to the style of throw to be made, and who should cover the second bag. This play has caused more discussion and opened up more criticism among the players and experts than any other. It can be played in many ways, and with varying success. Some of the best second basemen on the diamond make the play themselves, always signalling the catcher for the long throw, and always being in a position to run in and

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take the ball in the event of a base-runner on third attempting to score. Many players have been very successful in this style of play, which can only be executed after considerable experience on the diamond.

Nearly every ball player filling the position of second baseman has his own ideas as to the way the position should be played. This, unfortunately, is noticeable among the amateur players, and to prove the force of this argument it would be well for all young second basemen to watch carefully and study the different plays of the first-class players in the big leagues. By this means they will be able not only to judge for themselves as to the effectiveness of this play, but they will be enabled to derive the necessary experience for the execution of it.

The actual work of the second baseman does not appear on the surface. I explained the duties of the player covering the second base and the difference of opinion as to how certain plays should be made. There is one thing certain, with men on bases the second baseman must be alive to every situation and ready for any play. New tricks and plays are being invented on the ball field nearly every day, and no opportunity is being lost to take advantage of any opening that presents itself. The question whether under certain conditions the shortstop or second baseman should cover the base is open to controversy, but there are certain plays universally recognized by all first-class players playing the second base position.

Second Base

Frequently a runner, after reaching first base, with a man on third, will be sent to second with the understanding that the batter will make no effort to connect with the ball. In this case the shortstop should always cover second, and the second baseman should take up a position in front of the base just as soon as the ball is pitched. Should the man on third start for home when the ball is thrown to catch the runner at second, he will be in a good position to head the runner off. In the event of the man on third not attempting to reach home, the second baseman will be able to stand aside and permit the shortstop to take the throw and catch the man trying to reach second. This play is invariably made with the object of allowing the runner on third to take the chance of scoring. When the team is not hitting well or a weak batter is up and two men out this is often a good play, and the man on third will often score.

Quick judgment is required on nearly all the plays. With a runner on first and the ball hit into his territory the second baseman must decide as to what play he will make while the ball is coming in his direction. With no one, or, possibly, one man, out, the player should always try for a double play.

Many players place themselves in front of a runner with the object of forcing him back towards first, always throwing the ball to the first baseman, thus catching the batter. The first baseman then returns the ball to

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second, heading off the runner, thus accomplishing a double play. The best plan is to throw the ball to second base and afterwards to first. A ball that is hit with speed and is fielded properly will invariably result in a double play if this plan is closely followed.

One of the most important points in playing the second base is the position where to stand. In touching a runner from first on a throw from the catcher, the fielder should stand just inside of the line, say, two or three feet from the base. Should the base runner be one of the kind that makes it a practice of sliding or diving head first, it is advisable to play behind the line. In this case there would be little chance of the runner being hit by the throw from the catcher and could easily be touched by the second baseman. In making this play he determines beforehand in each instance from his knowledge of the habits of opposing players. While playing inside of the line the fielder is not only in as good a position to touch the runner, but is often able to help the catcher out on short throws, making the pick-up and thus accomplishing the put-out, which otherwise he might fail to do.

The recent development of the science of place hits has rendered it advisable to play for the batter alone. With the runner on first he should sign to the shortstop to cover the base. The understanding on this particular play between the second baseman and shortstop is reached by having signals, which are usually

Second Base

given by the second baseman. It is as well that the catcher should know these signals, so that he can make allowance for his throw, which is generally made to the side of the base that the player is coming from.

It will often be found good policy to so adjust the plans that the player who covers second base on the throw should start out towards the field, so as to create the impression that he intends fielding deep. The other player should play close to the base and just prior to the delivery of the ball by the pitcher the two fielders can make the change so as to complete the deception and keep the batters guessing as to what to expect next. The batter is always on the lookout as to who will cover the base, and the repeated change of this play should be made which will mislead the batter.

A second baseman should be well equipped in every respect for his position. He should have a series of signals with the catcher, so that in the event of the base-runner taking a big lead, it will be possible to catch him napping. As players are given to taking all kinds of chances when on base this opportunity often presents itself. It is also necessary for the pitcher to know when this play is to be made, so that he will pitch the ball where the batter cannot possibly hit it.

The object of all fielders is to mislead the batter and base-runners as to their actual intentions. To throw the runner off and cloak the real object of the play the second baseman

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should pay no apparent attention to the runner until the ball is actually on its way from the catcher's hand. This offers the opportunity. With the eyes of the runner and the coaches on the ball the fielder should make his run for the base. In so doing he should move quickly and surely and be sure that he does not overrun the base.

When the ball is hit to second base the player should always run in to meet the ball, so that in case of a fumble he will be in a position to recover the ball in time and save himself an error. An exception, however, should be made on all hard hits, as in such a case there would be no necessity to run in after the ball.

As is well known, the second baseman is compelled to handle a great many fly-balls. Many of these are of the most difficult character. In some cases he must travel far out into the territory of the centre and right field, and at others he must run in almost to the pitcher. In all of these cases there is always the danger of a collision. To avoid this he should call out loudly to the nearest fielder that he "will take the ball." The player is always in the best position to judge whether he can get the ball, and on no account should he call to any other player by name. The two men who start after the ball are in the best position to decide for themselves, and the first man calling "I will take it" should be the one to do so. It is unnecessary for the other player to make any reply. In all games it is under-

Second Base

stood that a player is reasonably sure of reaching the ball before he shouts to his fellow fielder. Unless this is done both players may stop running, each relying on the other, and, as a result, the ball will drop safe between the pair.

It is surprising how often the captain on a ball field is blamed for errors of omission and commission. In nine cases out of ten the spectators will throw the onus of blame on the shoulders of the captain without any apparent reason. This, on the face of it, is unfair to the captain, unless he be an actual participant in the misplay. It is often noticed that whenever a ball should happen to drop between two players the captain is accused of some form of neglect in permitting it. With a perfect understanding between the two fielders, however, this should not happen, and if by chance it should be so, it is manifestly unjust to blame the captain for it.

This is in line with the advisability on the part of two players running after the same ball for one to call out loudly, "I have got it!" It must be apparent to everyone that if a player is really anxious to make the put-out he will call out to avoid the possibility of an error or of a collision, which often results in failure to do so.

An experienced fielder can tell almost to a certainty in time to call whether he can reach the hit or not, and no matter how difficult the catch may be, he should unhesitatingly make the attempt. It does not follow that, should he

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find he is unable to reach the ball, he should continue to run for it with the risk of colliding with another player. At any rate, he should start after the ball, and if nobody else makes an attempt he should continue until he reaches it and returns it to the part of the diamond where it will do the most good.

Unless absolutely confident of being able to reach the ball, the player should not call out that the ball is his. On all difficult plays it is advisable to wait until he is near the ball before calling, thus giving some other player a chance to call who could make the play much easier.

A strict observance of this rule will reduce the chances of collisions between fielders to a minimum and avoid many stupid plays where two fielders allow a ball to drop between them untouched through a failure to call out in time to warn the other player.

SHORTSTOP



THE position of shortstop should be filled by an exceptionally active player. This means a man who is not only speedy on his feet, but who can start quickly and stop promptly. He must also be a strong thrower. This latter point is a very valuable one, inasmuch as the stronger he is in throwing the ball the deeper field he can play. A shortstop must cover a

deal of territory, and while his position does not place him in charge of a base, he must always be on the lookout to cover the second or third bag in case of necessity. When fielding to the right, he not only has the longest throw of any of the infielders, but must throw quickly and accurately. It is well for the shortstop to get properly settled and steadied after taking the ball. This will enable a player not only to put all his speed in the throw, but will aid him materially in sending the ball accurately into the hands of the player for whom it is intended.

No player, no matter how good he may be, is able to throw a ball accurately every time

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he tries, and in view of this it is advisable for the shortstop to throw the ball as quickly as possible, so that should the ball go wide of the baseman to whom it is thrown he would have ample time to step out after it and get back to his position in time to reach the batter before the latter reaches his base. Since the institution of the "run-and-hit" game the position of shortstop has become much harder to fill. Many players in the major Leagues are very successful at this kind of play, and it requires all the attention and ingenuity of a shortstop to meet the requirements of this play, which has become so successful. With a man on first and the shortstop covering second on the throw from the catcher, the batter will often attempt to hit to the territory left vacant by the shortstop, and it is for plays of this character that the fielder must be on his guard. In these cases he will often be compelled to take the ball on a dead run, and it thus requires a very quick man to recover himself in time to throw the ball to first base in time to secure the put-out. Nor is this all. The batters watch the fielders just as much as the men covering the bases, and the outfield watch every movement of the batter, and they are not slow to take advantage of any opening that may present itself.

When covering the shortstop position the fielder, with a runner on first and a base hit made to right field, must watch the runner leaving first base, as he will invariably try to reach the third bag on the hit, while the batter will

Shortstop

often make the attempt to turn the single into a two-bagger by keeping on to second base instead of resting at first. The throw is always made to third base to catch the leading man, and it is here where considerable judgment must be exercised and the shortstop **guided** by the conditions. Should, in the opinion of the shortstop, the throw fail to catch the man at third, he should, instead of backing up the third baseman, advance to the front of that fielder and take the throw on the line between the two bases, and while the leading runner may reach third safely, this play will often result in catching the man who batted the ball at second.

In deciding upon the necessity of this play it is advisable to gauge the ability of the runner as well as the batter, and the play should be decided upon as soon as first base is occupied; all, then, that will be necessary will be to decide how hard the ball has been hit. Should it be that the fielder can handle the ball quickly, the shortstop should be at once prepared to back up the throw at third base. Should, however, the ball be hit slowly to outfield, it is advisable to try and catch the man at second. A long single is often turned into a double and at times to a triple by the failure of the shortstop to determine upon his play.

The shortstop position offers many opportunities for the player to distinguish himself, provided he is quick at starting and is good at handling fly balls, and it is here the good

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player proves his worth over an inferior one, as he will succeed in not only making very many brilliant stops and plays, but will often succeed in taking fly balls where a slower man would not be able to cover the ground in time to reach the ball in the air. It must not be forgotten that a player must be as certain as possible in all his movements. He should be careful not to attempt to throw the ball until he is perfectly ready to do so. Many misplays are made through over-anxiety, and players are anxious to get the ball to the bases or home plate before they have a proper hold on it, and as a result a wild throw or fumble follows.

Many base-ball games are lost through the inability of the shortstop to reach the line between the left fielder and third baseman, so as to make the catch. Many flies drop into this territory, and to reach them the fielder often is compelled to travel quite a distance. It is the determined efforts of the shortstop to make these plays that stamp him an unusually strong man for a team, and will often succeed in helping his club out of many dangerous predicaments.

On all balls thrown from left field to second base he should cover that position, allowing the second baseman to do the backing up. In this instance it is much easier and, for that matter, safer for the shortstop to take the throw than the second baseman. A shortstop is always called upon to take part in the play when a runner is caught between the bases. He should al-

Shortstop

ternate with the baseman in running down the player between the bases, and the shortstop must be prepared for this whether the attempt is made by the runner to go from first to second or second to third. Preservation of energy is desirable. It is bad policy to make any more throws than possible when a player is caught between the bases, and, in addition, it minimizes the chances of losing the man. The proper way is to start on a dead run. This sends the runner at full speed. The ball is then thrown quickly to the fielder in front of the runner. The man receiving the ball can start to run as soon as the throw is made. By so doing nine times out of ten he will be able to catch his man. It often occurs that several players will attempt to get into a play of this kind. This is wrong. Three, and at the outside four, is sufficient, as a greater number will get into each other's way, thus blocking a play and handicapping the other players. One thing in particular should be avoided, that is, permitting the play to take place in the vicinity of the base nearest the home plate. Should the ball be dropped there is very little opportunity of recovering it in time to catch the runner at the advanced base; but force him to return to that from which he started, and thus rob him of the base he tried to win.

It must not be supposed that the shortstop position differs in any material respect to those of first, second and third bases. While it is true the shortstop has no particular base to

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cover, yet he must be prepared to cover either second or third, as occasion requires. In view of this it is essential that he should know thoroughly the system of signals between the catcher and first and second baseman, so that in the event of the ball being thrown to either base he will be able to back up the play without waiting to see in what direction the sphere is to be thrown. In this way he is in a position to save what would often prove a wild throw.

It is advisable for him to have a series of signals that will work to advantage in catching a runner off second base. These should be known by the pitcher as well as the catcher. In this case the throw can be made direct to him without any consideration for the second baseman. Owing to the distance of the second baseman and shortstop, runners will take greater liberties when on second base than on any other base. Where they may take two yards from first or third, they will risk twice that distance when on second, hence the necessity of having a special set of signals with the pitcher and catcher.

On all long hits to centre and left field he should play well out in the field, taking the throw, which is often necessary to do to hasten it to the home plate or one of the bases. In fact, he is what might be termed a utility man. His province is to help every player when the opportunity presents itself, and as he has no base to cover, he is in a better position to do so than any other player.

THIRD BASE

I



THOMAS

IN previous chapters the difficulties attending the playing of different infield positions have been pointed out; the advantages of certain plays and the most effective means of filling the infield positions fully explained. The third base has always been considered as the most difficult position on the diamond to play. And while it is true that there are so many obstacles

to overcome in covering third base, it is doubtful whether any other position in the infield can be so well simplified by first-class men. This is true also with the other positions. It is a well-known and acknowledged fact that a finished artist and accomplished professional man or a well-trained mechanic can, by care and attention, make his work much lighter than it otherwise would be.

Nearly every club in the major Leagues today is careful in the selection of a third baseman. The player at once learns who are the bunters on the different clubs, and what players make a practice of hitting the ball into

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his territory. When he has thoroughly mastered these points, he should watch every move the batters may make, so as to find a cue in anticipating the batter's intention. As it has been pointed out before, all batters have their peculiarities, and by carefully watching these batters a third baseman may not only save himself a lot of trouble, but is often able to rob a batter of what otherwise might be a safe hit.

With a man on first base and no one out, he should always be prepared for a bunt, except in the case where more than one run is needed. In this latter case, it largely depends upon how good a bunter is at the bat, and whether or not he is a fast runner.

To the third baseman, the hardest problem that he has to contend with is a batter who has the art of bunting down fine and who is a speedy runner. This class of batsmen are invariably among the best of the team and need more watching than any other. Not only can they place the ball with wonderful precision and regularity, but they will often take desperate chances and succeed in making a safe hit where, under other conditions, a put-out might be effected. It is not infrequent that these batters will make a fake attempt to bunt. By this means they may succeed in inducing the third baseman to play in exceptionally close; and then, instead of bunting, hit the ball as hard as possible in the direction of the third baseman. Should this happen, the odds are largely against the fielder reaching the ball, as the

Third Base

speed with which it leaves the bat is such as to render it impossible for the third baseman to cover much territory. And even if he should succeed in reaching the ball it is problematic whether the speed it is traveling will enable him to hold it safely after it touches his hands.

The most successful third baseman is the one that can be depended upon to call the turn upon the batter's intention; or, in other words, anticipate his play. It can be easily understood that to do this the fielder must be a keen observer and a wide-awake man. A batter may smash the ball to the far outfield, or he may conclude to drop it right in front of the plate. It is the province of the player on third base to watch for the different moods and intentions of the batters. If the fielder is alive and up-to-date, he can pretend to field deep, as though expecting a hard drive, and just as the pitcher is preparing to deliver the ball he should start to run in fast. This will often throw the batter off his guard and cause him to change his mind about his play. It will be noticed that a careful batter will always show a wholesome respect for a player of this nature.

He should take all the slow hits, and thus relieve the shortstop, who, owing to the necessity of his playing deep, is unable to reach the slow balls in time to catch the runner at first. This renders a complete understanding between the third baseman and the shortstop necessary. Each player should know just exactly what the

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other intends, and thus play a better game together.

The third baseman should exercise great care when handling balls to his left, so as not to conflict with the shortstop. He should not attempt to take any ball that could be handled cleanly by the shortstop, as in this case he would not be in a position for a quick and accurate throw. It is well in this case for the shortstop, as soon as he sees he can handle the ball better and cleaner, to shout to the third baseman: "Let it go!" or words to that effect. It often happens that a player covering the third bag will go after balls that are not properly in his territory. This he should avoid, unless he is absolutely sure of safe fielding and a quick return.

Not only must the third baseman watch the work of the batters, but he must devote considerable attention to the runners and keep a watchful eye on the bases. Many runners are caught napping through the shrewd playing of the men covering the bases. It is customary for players on third to take a deal of leeway and play far off. The third baseman should watch for these plays and sign the catcher for all throws to catch the runner off his base.

A third baseman must pass through a fire of severe criticism, and must have an unusual amount of experience to cover the position satisfactorily. As he faces the hardest kind of hits, it requires skill and courage of no ordinary ability to face the hard drives which are

Third Base

sent in his territory, and unless a young player possesses these attributes it would be better for him to try for a less difficult position.

It is but a short distance from third base to the home plate, and unless the third baseman is watchful a runner may steal home. This especially is the case when the score is close and one run is needed to tie or win the game. All players take desperate chances, but in this case will go to greater extremes than when on first or second bases. Hence will be readily understood the importance of the third baseman's position. There are some rules, however, that would not apply in every case. All players are seen at their best under unexpected or particularly difficult conditions. While the general rule applies in these cases, it must be left to the discretion of the fielder as to what he should do. To those thoroughly grounded in the principles of the game this is not a very difficult matter, but to those whose experience is limited the solving of a problem of play is at times difficult, but a player should do his best under all conditions. No man can be successful at all times; and should errors result from lack of judgment it should only prove an incentive to the player to do better next time.

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OUT-FIELDING

A



CHILDS

successful outfielder must be a fast runner and possessed of a good, strong arm. Unless a young player can lay claim to these two desirable elements in an outfielder's make-up he can definitely satisfy himself that he cannot fill a position in the outfield: Of course, it is necessary for a player to have other attributes, but these two are indispensable, and

so much so that no player has ever made a success without them. When the young player finds he does not possess these qualities the sooner he tries some other part of the field the better it will be for him, as well as his team.

Plenty of practice is needed by outfield aspirants to develop all the qualities of a player. It is surprising how many base-ball players who originally started in the game as pitchers, but were unable to satisfactorily field their positions, have become really great outfielders. By continual practice a player is able to judge the hardest kind of flies and drives. There is a great deal in good judgment, both in the di-

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rection of a fly and the erratic bounding of a ball. The position of the sun, state of the atmosphere and nature of the background, all have more or less influence on the fielder, while one of the principal difficulties to contend with is the wind, which may change the direction of the ball many yards.

There is a big advantage to be gained by all outfielders in starting after the ball quickly. The sound of the bat and ball meeting should be the sign to get into motion. No matter in what direction the ball is hit, always start off, no matter if the ball is taken by another outfielder. In this way the player will soon acquire the ability that must belong to all first-class fielders, viz.: to judge the distance the ball will travel by the sound of the bat connecting with the ball. Use is second nature, and in this case it is essentially true. By carefully watching the batsmen and judging the length and direction of hits an outfielder will eventually become expert in this particular, and will often reach a ball which otherwise would be good for two or three bases.

While good fielding is an actual part of an outfielder's stock in trade, it is expected that he should be more than an ordinary batsman. This is shown by the number of outfielders who head the batting list in both Leagues. It is seldom an outfielder is engaged by any of the major clubs by reason of his clever fielding, as the outfield does not offer the possibilities of brilliant plays that associate themselves with

Out-fielding

the infield. Before offering an outfielder a contract the manager of a team will satisfy himself that the player is an exceptional batsman. On the other hand, an outfielder must be able to handle safely and return quickly fly balls. No team can possibly win on fielding alone. This may keep down the score of the opponents, but something must be done to secure runs to win, and, therefore, it is necessary to have some good batters on the team; and as the outfielders have less chance to distinguish themselves than the infielders it is necessary to fill the outfield positions with good batsmen and take chances on the quality of the players' fielding.

After catching a fly the outfielder should lose no time in returning the ball to the infield. Many players have a bad habit of holding the ball when men are on bases. Many bases are stolen in this way, and frequently runs are scored. It is poor ball playing, and players who have this fault should get rid of it as soon as possible. There is really only one way to play base-ball, and that is to play it properly according to all recognized rules. When an outfielder secures the ball he should, as soon as possible, return it to the infield. Should there be a man on first base the ball should be thrown to second from all parts of the outfield, but with a man on second the ball should be thrown to the third baseman. This applies to the centre and left fielder, but the right fielder should line the ball straight for second base unless he has to go close to the foul line or near centre

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field to secure the ball. Then it should be fielded to third.

It is impossible for the captain to judge which of the outfielders should take the ball when it falls between two players. In addition, the noise from the grandstand and bleachers is so great that his voice would be lost in the great noise. When more than one player is after the same ball the one who feels certain of reaching the ball safely should call out as loud as possible that he "will take it." A clear understanding should exist on that point, and every member on the team should rigidly adhere to it. It will be found to work to better advantage when the two players running after the ball call out rather than any other player.

From a fielding standpoint, the outfielder must show good judgment of balls hit in the air, no matter whether they are long flies or speedy liners. The most reliable outfielders, both past and present, acquired remarkable skill in this respect, and from the moment the ball is hit they can judge the distance it will travel. This is noticeable when a long fly is hit to the outfield. After the ball leaves the bat the outfielder in whose direction the ball is hit will turn his back on the ball and run many yards before turning around to face the ball. Then he will turn suddenly and pull down the ball. This is one of the most severe tasks for an outfielder, and the success of it stamps him as a player of no mean ability. It is this and

Out-fielding

other similar work that develops star players on the ball field.

It is impossible for a player to continually keep his eye on the ball and reach a given point in time to catch it. He must run backwards or sidewise, and in this case will, in four out of five times, trip up. In the case of running in for a ball he should start quickly, run a few yards and stop for a brief space, then run in and meet the ball. He should be careful not to overrun the mark, as this shows on the face of the play poor judgment. It is easier to run in than run out, and while the outfielder may not make as many grand-stand plays by following these instructions his work will be doubly effective, and his fielding average will show a much greater percentage at the end of the season than if he played to the spectators instead of his club.

GENERAL ADVICE TO OUT-FIELDERS

A great deal might be said about the advantages of playing, but many of the plays cannot be anticipated, and the fielder must use his own discretion. There are, however, certain plays and the method of making them that are controlled by recognized rules, which, if properly observed, will prove successful and efficient. In fielding ground balls the outfielder should run in quickly to meet them, taking as

Out-fielding

much care as possible to reach the ball when it is off the ground on a short bound, so that in case of a fumble the player will have ample time to head off the runner from making an extra base.

On all balls hit to either field the player should start to back up the play, in order to recover the ball should it succeed in getting away from the first fielder. This rule should be rigidly observed, as it will often stop the runners from advancing a base. In addition, when a fielder knows he will be backed up he will have greater confidence when fielding the ball. All players are more or less nervous, and all are, or should be, inspired with the desire to do their very best to win, but where the player feels that he is left entirely alone to his own resources he is very apt not to be seen at his best.

The most glaring fault noticeable among the outfielders at present is the failure to back each other up. No matter how brilliant a player may be he will do better work when he feels he is being properly backed up. The fault is due to a habit born of confidence in the player who is out in the field; but it is a weakness, and should be overcome. While self-reliance is a splendid trait, support is desirable in baseball for the success of combined or individual playing.

BASE RUNNING



HERE are many things connected with base-ball which are little known, except to the leading players—base running, coaching, management and various other departments which are essential in the success of a team.

Perhaps the most important department of the game is base running. It looks easy for a player to circle the bases, but it has been reduced to such a stage of

excellence that the better and finer points are often lost to the general public. It is a daily occurrence for players to win games through superior base running, and the art is almost as requisite as batting. It is often a hard matter to fool and deceive the old-timers in the infield, but the up-to-date players are inventing new plays every year, and it is necessary for the infielders to watch closely for tricks.

There is little doubt that the most intellectual, as well as most interesting, department in the game is base running. It requires the most skill, it calls into play the quickest and keenest perception and soundest of judgment, and

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demands agility as well as speed. It is the especial field for the display of daring, courage and enthusiasm.

The first qualification that is necessary in a base runner is the ability to start quickly. While the distance from base to base is but 90 feet, a fraction of a second means in many cases a stolen base or a put-out, as the case may be. If the runner is successful in getting a quick start, the catcher will be the first to notice it, and as he realizes that it will be necessary for him to handle the ball expeditiously, he will often throw wild in his hurry. Should, however, he see the base runner is a slow runner he will have plenty of time to steady himself before making the throw, and will in the majority of cases succeed in catching his man.

The advantages of a quick start in base running cannot be overestimated. To be able to do so means not only quick actions of the muscles, but the united action of the body and brain. The coacher is put on the line for the purpose of watching a favorable opening, but the runner must be alive to all openings without depending upon the coacher for advice and instructions. The player on the coaching line is often blamed for a miserable exhibition of base running done by a player who was unable to grasp the situation until called upon by the coacher to do so. The latter may do his work thoroughly and effectively, but there is no reason why the base runner should not use his eyes and ears and not wait for the coacher

Base Running

to advise him. By waiting for the word and not acting for himself the base runner frequently loses valuable time, and should he be caught off the base the coacher is invariably censured for the play, where the runner, had he been paying the proper amount of attention to his work would have succeeded in reaching the base in safety. By waiting to be told what to do he probably loses a couple of seconds and misses his base by a close margin, which he would not have done had he started at the proper time and used his brains.

A player should, when on bases, pay strict attention to the watching of an opportunity to get the right start, and when once his mind is made up he should lose no time in getting away. The player who is alive to every situation and does not need to be told when to start will seldom be caught. There should be no question about a player's intention. He should make up his mind quickly and act promptly. Of course, there are conditions which will arise which cannot possibly be foreseen. These must be left to the runner's best judgment, and he should act accordingly; but where a straight play is contemplated there should be no hesitation, and no change of plans made.

Base runners adopt many different methods to secure a long start when on the bases. It often happens that the player who takes a big lead will continually be forced back to the base by the pitcher, who will throw time and time again to tire the runner out. When it is neces-

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sary for a player to slide back to save a put-out the wear and tear on his system is such that when he actually starts for the next base he has lost much of his speed, and is generally put out. There is a right and a wrong way to steal a base, and the most universal, that adopted by all the best base runners, is to keep close to the base, standing quietly and apparently carelessly, as though paying no attention to the doings of the game. The pitcher will frequently glance over his shoulder to watch the base, and, seeing the runner in this position, takes a great deal for granted, and feeling satisfied the player will not attempt to steal a base on him, becomes careless. This is the opportunity looked for, and the player should at once prepare himself to start promptly, and success will, in the majority of cases, follow the play.

This part of base running is not followed close enough. The general impression prevails that to get a couple of yards' start is the most desirable way of accomplishing the object. This is wrong, and in the double desire to steal the base and protect himself the player often loses many advantages, which otherwise he would be able to avail himself of. It often happens that a slow runner will be more successful in stealing a base than a much faster runner. This is due entirely to superior judgment rather than speed. The slow runner realizes that he must outwit the pitcher if he wants to steal, while the speedier player will take for

Base Running

granted that his speed will carry him through. This is a grave mistake, and is made by many. With a good system between the pitcher and catcher and both working well together, it is almost impossible to steal a base, except in the case of a wild throw, and these are becoming less frequent each year. This makes it doubly necessary for the base runners to watch the pitcher when they are in the act of stealing a base.



BASE SLIDING

M



DOLAN

ERE speed will not make a good base runner, but all other things being equal, the fastest runner will be the most successful on the bases. Too much attention cannot be paid to sprinting. When training in the spring the player, instead of jogging a mile or two to improve his wind, should practice sprinting. Wind is an absolute necessity in base running.

If a player is short-winded he will tire perceptibly by the time he reaches third base, provided he clears two or more bases at the same time. The majority of players in spring training work more with the view to reducing superfluous flesh than improving their speed and strengthening the wind. It is a good thing to do plenty of road work. It hardens the muscles, and it should be kept up for a time, but when the muscles are sufficiently hardened the player should confine himself to sprinting—not long sprints, but twenty or thirty yards. Fifteen minutes' practice of this work will make a great improvement in a player, and enable

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him to travel much faster than he otherwise would do.

Base sliding is an art acquired by but a few. A straight dive for the base is easy of accomplishment, but it is the object of all good base sliders to fool the fielder and prevent a put out. A player who can slide well will often save himself from being put out by the baseman. It often happens that a player in trying to reach his base will find the ball perhaps ten feet ahead of him. In this case, instead of diving straight for the bag or resigning himself to his fate, he will dive for the base, but throw his body on one side out of the range of the baseman's reach, thus avoiding being touched with the ball. To the spectators who invariably watch the ball and not the player, the latter is thought to be out, and when the umpire calls "safe," the onlookers will often send up a howl of protest and derision. The player who has been fooled by the runner will often enter a protest and assert he touched his man. On the other hand, the umpire will frequently err and call a runner out when he is not touched.

This happens when the slide is so perfect and such a clever piece of work that its accomplishment deceives the umpire as well as the spectators. Then the runner is heard from, but the umpire gives him but little satisfaction, and the runner is declared out.

There are many ways used in base sliding. Those most successfully made are with head or feet first. The player who slides to base with

Base Sliding

his feet foremost is the most dangerous, and as a result less liable to be touched by the fielder. He is consequently the most successful in base stealing. All ball players wear spikes in their shoes, and occasionally a fielder is accidentally spiked. As a rule these injuries are really serious, and often result in a player being laid off for several weeks. After being spiked once the player is doubly carefully not to feel the spikes on his limbs or feet a second time. In the case of the player who slides feet foremost the fielder understands he is doubly liable to injury, and will not take the same desperate chances he would if the player should dive head first. In close decisions this is more than ever the case. A player is easily blocked off who slides with his head foremost. If the ball is ahead of the runner the baseman's task is comparatively easy. When the baseman knows the runner will surely slide head foremost he will have more confidence in making the put-out.

A player, however, should not confine himself to any particular style of sliding, but should change frequently so as to keep the baseman guessing what to expect, and this will prove a great advantage to the runner. After starting, the runner should pay no attention to anything but the base ahead of him. That is his objective point, and his thoughts should be centred on how to reach it safely. Many players have a bad habit of watching the ball. This lessens the speed of the runner and prevents him from

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making the slide at the right distance.

The necessity of watching the base and not the ball cannot be too strongly impressed on the base runners. There exists no need to turn the head to watch the direction in which the ball will be thrown. By keeping his eye fixed on the base to which he is moving, the runner will be able to see the baseman who is to handle the ball. He can thus tell whether the ball will be high or low or right or left of the base. This will give the base runner the opportunity to decide upon the style of slide he will make. The decision must be arrived at promptly and executed unhesitatingly. A change in the runner's intention will result in bad execution of the play.

There is always a certain amount of danger to the player who slides. Bruises, sprains and abrasions will frequently result. Protection from a possibility of these injuries is necessary. The base runner who slides should protect himself by wearing good, heavy pads, so that when he is making a desperate slide, which is often necessary, he will not bruise himself when coming into contact with the hard, rough ground. There are many kinds of pads used. The best, and that used by the majority of first-class players, is a towel rolled up and pinned to the pants. With a few exceptions all players slide differently, and the padding can be adjusted to suit the player. It should be placed where it will do the most good.

In former years the suits were made with

Base Sliding

padding over the hips, knees and legs, but this is not done now. The players, when sending their measurements to the manager of the club, will invariably insert a memorandum that no padding is wanted in the pants. This enables the player to arrange the padding to suit himself.

The points that have been mentioned in connection with base running and sliding may be termed mechanical aids to the accomplishment of the ends. There are more important factors which must be considered and closely followed. Like all sports, business or machinery, it is the various component parts that must be so welded together as to complete the cycle. There is no department in the national game in which intelligence plays so important a part. No matter how clever a player may be as a starter, or runner, or slider, these advantages will be found of little value unless properly directed by a quick perception and sound judgment.

In fact, it is not unusual that the three accomplishments, unless attended by good judgment, will lead the player into difficulties which will often result in nullifying the effect of the play, which would otherwise be crowned with success.

In order to know and judge when a fair opportunity presents itself, the player must be thoroughly familiar with the chances of the play, and experience alone can give a player this. Close attention to all departments of this branch of the game is an absolute necessity. A

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player who is observant and alive to all possibilities of the game will find many opportunities where a point may be gained, where another player of less ability would overlook such an opening. The latter will thereby lose many points for his team by not being able to grasp the situation when it presents itself, and take full advantage of it. Many players feel satisfied when reaching first base, and will quietly await the favorable opportunity to advance. These men are never stars. It is the runner who can not only reach the initial bag, but who can take full advantage of it, that is of great value to a team.

Reputation in base running is a valuable asset for any player to possess. He will be able to keep both catcher and pitcher on the qui vive and bother the basemen very much. Young players desiring to become proficient in base running and sliding would do well to watch closely the work of those players who are well known as expert base runners, every move he may make, every effort to deceive the players should be given strict attention, and every action after he reaches first base should not be allowed to escape observation. It is seldom an expert expends energy unnecessarily. He will nearly always have an object in view, and much valuable information can be gathered by careful observation.

The world at large must have a leader. Art, science, business, politics, statesmancraft, as well as sports and pastimes, recognize one or

Base Sliding

more leaders. In the majority of instances the leader will be followed and copied. This same ruling applies to base-ball. By following the work of a leader in base running and sliding the player can in time equal his work and often excel it.

There are certain stages in a game when it is advisable not to attempt to steal a base. When a number of runs are needed to tie the score or win the game, no attempt should be made. There are two strong reasons against it. First, a player has no right to take chances in a case of this kind, as it would not do his side much good and might possibly work material harm; and, second, the liability of injuries is so great that it may deprive his club of his services should he meet with an accident. A player should always consider his club before his own individual playing, and in so doing should weigh the chances of incapacity before taking them.

Many players insist upon running bases recklessly when the score is so one-sided that it cannot possibly do their club any good. This is to figure at the end of the season as one of the leading base runners. This man according to individual records is superior to those players who have less stolen bases to their credit, but the latter have a far better team record by reason of the fact that they did not take any chances unless the conditions required them to do so.

Base running offers varied opportunity for

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the players to show their true worth as baseball players, and the ability of the runners to take advantage of any carelessness or errors on the part of their opponents. In all games where the batting is light it will be found good policy to take chances on the bases. No runs can possibly be made unless the team is batting, and the only chance of making runs will come from the ability of the men on the bases. All teams have off batting days. It is but natural that men should not feel the same all the time, and then conditions change the game. It has often been noticed the slumps in batting, even with the greatest batters in the two big leagues, and it is when such a condition of affairs exists that the men on bases should help out the batting by taking unusual chances.

Although it is advisable to take big risks in light batting games, no attempt to steal bases should be made unless a good start can be obtained. With two men out and a player on first the captain will instruct the base runner to steal, forcing him to take a chance, even though a poor start be obtained. This is a grave mistake, inasmuch as the fielders at this particular time are especially alive to such a play, and will watch closely for it. The pitcher will keep the ball wide, so as to enable the catcher to handle it promptly and throw it to the base in time to catch the runner.

The best rule to follow is to wait until the pitcher is compelled to put the ball directly over the plate. After working a couple of balls

Base Sliding

to the batter he will put the next one over the plate, and will take a little more time to be certain that it will be called a strike. This will give the runner an opportunity to obtain a better start, and unless the catcher is an unusually strong thrower, he will be able to add a stolen base to his credit.

Base running should not be attempted unless the runner secures a good start, and in this respect he must use judgment. A player should run on every hit made, no matter whether the ball goes to the infield or outfield. Many games have been lost through failure and neglect to observe this rule. Many players, when the ball is hit to the infield, jump at the conclusion that it will be fielded cleanly, and will loaf in the play, or make no attempt to advance a base. He will often find the ball fumbled by the fielder, and will then start for his next base. He finds, to his chagrin, that he has missed his opportunity, and that, had he started at the time the ball was hit, he would have reached the base in safety, but owing to his blunder he is put out. Plays of this kind not only rob the player of a base which should be credited to him, but it frequently causes a loss of the game itself, where by good playing he might have won it.

No excuse can be offered for the player who fails to run out his hit, no matter whether safe or not. It is a cardinal principle of the game, and should be followed out to the letter. No player can anticipate the action of a fielder.

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There is not a player on the diamond who is infallible, and with the liabilities of errors no player has the right or license to assume anything. It is especially incumbent on the part of every player to attempt to steal bases when the pitcher is doing good work, and the player's team making a poor showing at the bat. It is in this and similar instances where desperate chances should be taken by the runners on the bases. The more bases stolen, the greater the likelihood of rattling the pitcher and demoralizing the fielders. Once the pitcher lets up in his speed, runs will come easy, and whenever the catcher should have an off day or throw poorly, it is the duty of the base runners to keep continually at their base stealing. The batters can afford to have strikes called on them if their clubmates are advancing by stolen bases. The object of base-ball is to secure as many runs as possible. It matters little in the ultimate result whether these come from errors, stolen bases or hits, provided the necessary number of runs to win the game are scored.

When a pitcher is being hit freely, base runners should not take any chances on the bases, as the batting should bring in a sufficient number of runs to win the game, and repeated attempts to steal will result in put outs, which otherwise would not follow.

Signals should be used when players are on first or second, so that the former will know when the latter contemplates a steal. In this way a double steal is often effected, whereas

Base Sliding

if only the player on second makes the attempt no great advantage is gained unless there is no one out. Should the player be unsuccessful in his attempt he will place his team at great disadvantage. Had the man on first started at the same time he would have reached second, and the disadvantage would not be so great. The player on second should give the runner on first the sign that he intends to steal. This will enable the man on first to prepare for a double steal. It is practically impossible to make a double play in this case, and in the event of the first runner being caught at third there will be very little harm done, as the second base will still be occupied.

With one man out it is always good policy to take chances in stealing third base, though, as it has already been pointed out, before attempting to steal, the player should be certain of a good start. He could then score on a long fly to the outfield.

In a close game, where hitting is light, a player should take more than ordinary chances on the bases. A wild throw or a dropped ball by a baseman will give the runner the chance he may be watching for. No play can be cut and dried on the diamond, and the runners must be prepared for any emergency, ready to take advantage of any weakness on the part of their opponents, and sacrifice individual efforts for team work.

COACHING

A



COMMON error is being daily committed by club managers in overlooking what is undoubtedly one of the most important branches of the game, and one that should receive the utmost attention. Not only are managers themselves overlooking the coaching, but the players are neglecting this feature of the national game. To the casual observer the importance of wise and ac-

tive coaching is apparent, and yet this fact seems to be entirely overlooked by those persons most concerned in the national game.

During the past few years coaching rules have been greatly improved, and players no longer can talk to anyone but the base runner, and those players who not only are on the bench, but on the coaching line, are no longer permitted to hurl epithets at the pitcher in order to rattle him, as was the case a few years ago. Coaching is now conducted on lines which admit of no infraction. Systematic and rigid, they are applied in such a way as to insure the greatest good for the game. Many

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players have figured prominently as adepts in coaching. Under the new rules the players have little opportunity of distinguishing themselves, as the principal work consists of close attention to every play, and their remarks are confined exclusively to the base runners.

Good, lively coaching is still admired by all the followers of base-ball, and this fact is an important one to the players, who like to be encouraged in all their work. Coaching will often make an ordinary game full of interesting features and incidents. A dual contest, whether between individuals or clubs, is always admired, and the base-ball spectators enjoy the sight of the rival clubs striving with vigor and enthusiasm in an intelligent and determined manner as if the winning of the game was of the utmost moment to each, and where the players concentrate their entire beings and ambition on the contest.

When a man on the coaching line is attending to his duties properly he will keep his fellow-players up to concert pitch in the most persistent manner. This can be accomplished by encouraging the players without any unnecessary howling. Many good coaches think howling and extraordinary gesticulations necessary to success on the coaching lines. This is a great mistake, as nothing disgusts the spectators so much as to hear a player shouting at the top of his voice. Spectators, however, do not win ball games, and while little consideration would be given them in an effort to win a game, still the

Coaching

shouting does not accomplish much with the player on the bases. It is a useless expenditure of energy, and often results in placing the coacher in a ridiculous position, which is in no way beneficial to the player on his team.

The player who possesses brains and good sound judgment and is a keen observer of all points of the game is the best man for the coaching line. He knows just what to expect of each batter, and the base running ability of every man on his team. Should he be stationed at third base, which is the most important position, he must be especially alert and active. It is upon his judgment that many games are won and lost. He must be able to measure the distance quickly and decide whether the man on third base should be held or make an effort to reach home.

It is often necessary to take big chances. This is especially true when the batting is light or a weak batsman is at the bat and a single run needed to tie the score or win the game, as it is mainly upon the coacher's judgment that the play is made. It is here the worth of a coacher is shown, and he can often change the result of a game by his clever work.

To be a successful coacher, a player must possess nerve. Brains are a necessary adjunct to the other requisite qualities, but these must be associated and go hand in hand with nerve. When the game is close and may be decided by a single run, the coacher must often exhibit an extraordinary amount of nerve, as he must

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necessarily expose himself to the possibilities of censure of the experts, critics and spectators. These self-constituted judges often unjustly condemn coaches for sending players home, when the play fails. As long as the runner crosses the home plate safely, it is all right, and the coach is lauded to the skies for his exhibition of good judgment; but let a player get caught at the home plate on a close decision, and the spectators will hurl all sorts of derisive epithets and names at the offender.

A player on the coaching lines always has his hands full if he pays the proper amount of attention to his duties. Any neglect or errors may result in disastrous effects to his club, and possibly hurt the player's reputation. It is a grave mistake to suppose any player can coach. Just as much, if not more, experience is needed as in any other position on the field. It is not infrequently seen that players who have been before the public for years as good professional base-ball players will be guilty of the most egregious blunders when on the coaching lines. Instead of acting with promptness and decision, they will vacillate and after starting the runner on his homeward journey, will often stop him, showing a carelessness and indifference that cannot be too strongly condemned by all lovers of the game.

When the player on the coaching line plans to send the runner home from third he should, as the baserunner approaches third, start for the home plate himself, and at the same time

Coaching

wave his hand to the runner ; this will indicate the play expected. A coacher should carefully avoid moving in the direction of third base, unless it be for the purpose of holding the runner there. This is a long-standing recognized rule and followed by all the leading players. Players running the bases are prepared for this style of coaching. If the player on the coaching line approaches the third base the runner takes it as an indication that he is to stop there, but otherwise he will continue on towards the home plate. The failure to observe this rule often results in a put out for the runner through overrunning the base or attempting too much. On all balls hit to the outfield the coaches should instruct the runner to round third base. This is done to enable the runner to continue on to the home plate in the event of the ball not being handled properly. This is another case where there should be no hesitation. Should the player jump at the conclusion that the ball has been handled safely he may find himself greatly in error. As before pointed out, the best players on the diamond are liable to commit an error and the base runner should be prepared for this emergency and take full advantage of it. This same rule should be followed on all balls thrown by the infield to first base. In this way the very best results can be obtained at the minimum risks. It is the province of the base runner to watch, and take instructions from the coacher, and the two should work together on all plays.

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Young and inexperienced players should not be sent to coach on the first base line. While the first base is not as important to coach as the third, yet the responsibilities are unusually great and the coacher should be an old and tried player, fully alive to all the tricks in the game. At both positions good judgment is requisite. When the ball is hit over the third base the coacher at first must decide whether the man on first should be sent to second. No time must be lost. Instructions must be given to runners, and those unhesitatingly.

An inexperienced player will make many mistakes, not of the heart, but of the head. Lack of knowledge of the fine points of the game is responsible for these. Overanxiety is another handicap under which all young players suffer. It is a proper thing to go out after every game and do everything possible to win it; but there are many tricks a young player must be familiar with before he can be trusted with so important a position.

It is customary for the managers and captains to use those players who are not taking actual part in the game. This is done to save the regular players as much as possible between the innings. They like to give their players all the rest possible and use the men on the bench for coaching. This is all right in the case of those players whose experience entitles them to the confidence shown, but the inexperienced coacher will often make their work harder by his mistakes, and it will be found

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profitable in the long run to use the experienced players, as they really feel little or no ill-effects from their additional labors.

The necessity of familiarizing themselves with every branch of the game, so that in the event of being selected to fill a position on the coaching line they will be properly qualified to do so, cannot be too strongly impressed on the young player's mind. They should not labor under the delusion that because a player can keep the audience in good humor by humorous remarks that he is a good coacher. As an end man on a minstrel show he might be a success, and he is tolerated by an indulgent crowd, but when his real worth and work are compared with that of a quiet, effective player, his true value as a coacher can be correctly gauged. A good coacher should be well informed. He should know exactly what to expect from the batter. He should observe whether or not the batter had been batting the pitcher successfully. This will enable him to judge as to the expediency of sending the man off the base quickly. It is the inexperienced player who fails in these essentials. He does not consider those points which go to making a player invaluable to his team. He uses the same judgment, whether one or a dozen runs are needed by his side, and does not think any more than ordinary brain work necessary.

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Managers and captains should always remember the objective point for the best coacher is at third base. By keeping a good live, clever player here many games will be won, which otherwise would be lost.

SCIENTIFIC BUNTING

S



ZIEGLER

UCCESSFUL hitting at opportune times is an art worthy of the highest cultivation. It is not given to every base-ball player to be able to judge accurately just when and where to place a ball that will result in the most benefit for his side. There are many players who will fail nineteen out of twenty times to hit successfully when the runner is stealing. This is due

to the lack of proper training and the absence of those qualities that stamp a man as a superior player. The same applies to sacrifice hitting. Many of the very best players now in the game cannot sacrifice when called upon to do so. This is especially true of the player who is known as a slugger.

In order to make team work a success all players should have a clear and distinct understanding among themselves. The batter should know when an attempt is to be made to steal. There should be an understanding whether it is intended for the batter to help out the runner by trying to hit the ball or

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permit the runner to go through the play without any assistance in the shape of a hit.

With a fast runner on first, a good single will often land the player on third, especially if he gets a good start on the play. This play can often be made by bunting towards first or third base. Left-hand players are usually the best bunters. This is due to the fact that, being on the near side of the home-plate, they have less distance to travel to reach the initial bag. Fultz, of the Athletics, is one of the best right-handed bunters in the country, and by his clever work at the bat he has rendered invaluable assistance to his club and has helped to win many games that would have been lost with a less clever man at the bat. Not only is such a man valuable as an individual to a club, but his work in this direction is an example to the other members, and an indirect result is accomplished, in addition to a direct one.

VALUE OF TEAM WORK

T



DONOHUE

TEAM work is the foundation of success in base-ball. Like all big enterprises a combination of interests outweighs individuality. No club can possibly expect to stand high in the season's race for the pennant unless there is a complete understanding among all the players. A few years ago this branch of the game was not encouraged as it now is. It used to be the custom for players to pay more attention to their individual efforts than to the team work of the nine. This has all changed. There are still a few players whose desire to outshine their club-mates results in lessening the work of the club as a whole. In all the major league clubs a system has been adopted whereby the best individual efforts of the players are so utilized as to give the best results to the club.

There is no general system in use. Every club manager has his own ideas as to the most effective method of getting team work. Each play is made according to the ideas of the captain or manager. It is better to permit every

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club to follow its own plans. If a general recognized set of cut and dried rules was adopted, much of the interest now shown in the game would be missing. It is the systems now being worked that keep alive that spirit of rivalry, and promote that element of uncertainty that appeals to the spectators and keeps alive the interest in the game.

✓ The Chicago White Stockings, with the greatest of all generals, A. C. Anson, at their head, was the first club to introduce team work, as it is now understood. Anson was the Napoleon of the diamond. Not a trick or play escaped his observant eye, while he was always studying some new style of play to benefit the game. To the younger element Anson is but a name to be conjured with, but to those who followed the game a decade ago, he was, and is, recognized as the greatest field general that ever commanded a base-ball nine.

1 The value of team work has never been better illustrated than by the Chicago team. The infield comprised Anson, Pfeffer, Williamson and Burns, and the outfield was made up of Kelly, Gore and Dalrymple, while his batteries included such able exponents of the game as Corcoran, Goldsmith and "Silver" Flint. With such a galaxy of stars and all playing as a unit the team had no trouble in winning the championship. Each player knew exactly what was expected of him, and he did it unhesitatingly. Every player was able to turn a trick, not only at bat, but also in the field, while on the bases

Value of Team Work

there was not a single minute that they did not keep their opponents guessing and on the anxious bench. It was remarkable how many close games the team won, and nearly all these successes were the result of clean-cut, hard-earned team work victories. It was this unity of action that enabled them to win more than one pennant during the time this great team was kept intact.

"Mike" Kelly was an invaluable assistant to Anson. He was the originator of more plays than any man who is connected with the game at the present day. What made Kelly famous was the desperate chances he would take at critical stages of the game. There was not a trick he would not resort to, nor a daring play he would not attempt to pull his team out of a hole. When catching, Kelly was the shrewdest, cleverest player that ever stood behind the bat. There was not a trick in the game he was not master of. One of his cleanest tricks was, with a runner on first he would drop the ball and allow it to roll a few feet away. By so doing he would entice the runner to start for second. He would then immediately recover the ball and catch his man easily.

The moral effect of the work of one man on the whole team cannot be fully estimated or appreciated. By virtue of his marked ability he sets up a standard which is aimed at by the other members of the team. This was the case with Mike Kelly, whose work on the Chicago team made him the bright particular star

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of that organization during his connection with it. He was always executing new plays and surprising his opponents by some remarkably original piece of work. Among the tricks he frequently used was one which required more than the ordinary amount of nerve and good judgment. With a runner on second, he would signal the outfielder to come in to short as soon as the ball was pitched. Then, making a feint to throw to second, he would start the runner back. The ball would then be thrown high over the baseman's head and the player would start for third, where he would find the ball waiting for him. The outfielder, taking the ball on the bound, would have no difficulty in catching the runner at the third base.

Kelly had few equals at the bat. He was a remarkably gifted man and was able to put the ball in almost any part of the field he wished to. With a runner on first base and starting for second, he would invariably succeed in placing the ball in that part of the field which would enable the runner to reach second safely.

The famous catcher was at his best on the bases. Many of the young players at that time tell interesting stories of the different methods Kelly used to deceive them. There were few pitchers in the League that could keep him from getting a running start. He could size up a pitcher and pick out the proper ball to start on, while his sliding to bases has never been duplicated by any player on the diamond. Often the ball would be 20 feet ahead of him.

Value of Team Work

The fielder would be standing on the line, and it would appear to be a sure put out, but by a quick slide and throwing the body far out from the fielder, the latter would be so taken by surprise that he would miss Kelly nine out of ten times.

It often happens that two players will figure in some especial play just as an individual will make his name famous by some remarkably clever piece of strategy. One of these plays was executed by Williamson and Burns, of the Chicago team, and was worked most successfully while fielding with one of the opposing side out and a player on second. If the ball was hit between second and short the runner would start for the third bag. Burns would start running as though he intended going after the ball, but as soon as the runner passed him he would start back for third. Williamson would take the ball and throw it to Burns, who would be waiting for it on the outside of the base. He would then block off the runner. The latter would naturally make an effort to return to the base which he had just left after being made acquainted with the play by the coacher. This play cut off many runs. To enumerate all the clever plays successfully practised by the members of this team would be to tell the history of the Chicago Club at this period of its existence, but it was such plays as these that made Chicago champions for many years.

The plays were not always executed with

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systematic regularity. Such would have failed in its objects. They were varied, and every effort made to cloak the real intentions of the players. To be successful a player must be original. It is not meant that a player should try all kinds of experiments. He should thoroughly weigh the advantages and possible disadvantages of any play before putting it into execution. After being satisfied with the efficacy of the play the originator should so frame his plans to prevent as far as possible any failure.

The introduction of team play in the National League did not extend rapidly. There was too much conservatism in the old players, and as a result the Chicago team carried things pretty much its own way. It was not until 1894 that any material improvement in general team play was noticeable. In the fall of 1892, Edward Hanlon, present manager of the Brooklyn National League team, joined the Baltimore team. When he first became associated with the Southern club it was at the tail end of the League. The following year found the club in an improved position in the race. He was not satisfied with the make-up of the team, and began to cast his lines for players that would carry out his ideas of team work. At this time he had fully realized the value of team work as a factor in base-ball, and he should be given unstinted credit for the maturing and perfecting of those ideas which to-day are the basis of the work of every big team in

Value of Team Work

the country.

Hanlon's trades in 1893 gave him a formidable aggregation of players in the following years. His knowledge of the game and peculiar ability to discern the good qualities of young players enabled him to add to his team such men as Kelly, McGraw, Jennings, Keeler, Doyle and Robinson. These and others had more than ordinary intelligence and ability, and Hanlon had but to instruct them in his style of play to bring the team to that state of perfection that stamped Hanlon as one of the best base-ball generals of the time. It was Hanlon's idea to keep his opponents guessing as to what his men would do when at bat. In this he succeeded better than he expected, and for several years had the other clubs in the National League on the anxious bench.

Manager Hanlon did not bring his team to a state of perfection without an infinite amount of trouble. He did not confine himself to any particular style of play, but varied it according to the team against whom his men might be playing. The run-and-hit game so successfully introduced by Hanlon was followed with success not only when a player was on first base, but also with a runner on second, and in this way the other players were kept guessing what to expect.

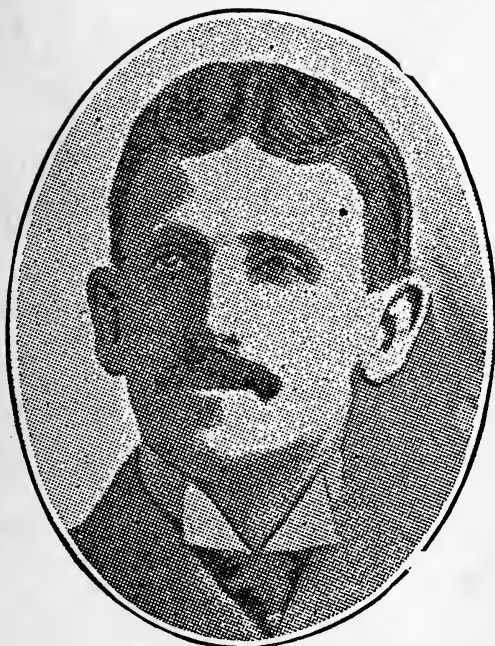
Such work was certain to have its effect on other teams, the players of which were not coached as well as that of Baltimore, and as a result the other teams became demoralized, and

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made victory an easy matter for Hanlon's men

In every city visited by the Baltimoreans a good impression prevailed. The aggressive playing of Hanlon's men caught the crowd, and loud were the complaints against the local management on the score that the members of the home team did not play the game as it should be. The success of Baltimore created the desire to see the other teams follow in the same lines and play the same kind of snappy, aggressive game.

Many clubs tried the experiment, but with little success. There was an absence of the brainy element which made it so successful with the Baltimore Club. The players failed to grasp the full advantages, while the play itself was executed in such a half-hearted manner that it could not but fail in its purpose. In addition to this, the absence of speedy runners badly handicapped the other clubs, who were thus compelled to stand back and watch the work of Baltimore with envy.



BARNEY DREYFUS
Well Known Pittsburg Baseball Man

RUN-AND-HIT GAME



THE run-and-hit game can be worked successfully with a team of fast players, provided they are cool-headed and intelligent. It does not follow that because a player may be fast on the bases that this style of play can be made effective. On the contrary, a deal of judgment is necessary. The right ball must be selected before the player can attempt to run.

There must be a reasonable amount of certainty that the ball which the player intends starting on will go over the plate. Pitchers at the present day are watching for all kinds of plays, and in this respect they look out for the bases with greater care than formerly.

It frequently happens that the runner will start when the pitcher has one or two strikes called on the batter and no balls. This should not be, and demonstrates a lack of judgment, as the pitcher will, as a rule, keep the ball wide, so as to enable his catcher to throw out the runner.

In the series between the Philadelphia Amer-

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ican League Club and Cleveland no trouble was experienced in heading off this play, as the runners were reckless and frequently attempted this play. The local team's catchers would watch for this play, signal for a wide ball and catch the runner without any trouble.

Players should act in an apparently careless and indifferent manner when on the bases. He would then often deceive the battery and gain many points for his team.

In nearly every American League club there are players who work the run-and-hit style of play to a degree of perfection that is really surprising. Two of the most successful players are Lave Cross and Harry Davis, of the Philadelphia team. The former is one of the shrewdest players on the diamond, and has the instinct of guessing just the right ball to start on, and Davis seems to enjoy the distinctive ability to hit successfully with the player running. This is a great advantage to the team, and increases his value as a ball player.

With the present composition of the different clubs in the American League, Detroit and Chicago lead the other organizations in playing the most scientific game. The players on these two teams are very fast, and know the game thoroughly. They will keep their opponents guessing continually as to what to look for when next at bat. They will often hit the ball hard when it would appear as though a sacrifice hit would be the best play, and bunting when least expected. It is by these means

Run-and-Hit Game

that many games are won that otherwise would be lost.

There are many different styles of team play, and club managers have their own ideas as to what particular style is best fitted for the players. The Baltimore style of play is far preferable to all others when the club is made up of fast sprinters and players of nerve and good judgment.

There is always danger in trying to force a player to do certain work he is entirely unfitted for, and it often results in spoiling many good players. It is advisable to allow the players to discover their own particular adaptability to any special style of playing. When they have tried many styles they will find they can do one special style better than another. They should then bend all their energies in this direction toward making a feature of it. All ball players have not become famous through following the same style of play, and the history of the game in America shows that those names that are now household words, carried with them at the time a particular value in a special style of playing.



EFFECTS OF GENERALSHIP

U



MAUL

UNDER the leadership of Charles Comiskey, the St. Louis Browns captured the pennant of the American Association four years in succession. The work of this team was most brilliant, and would compare favorably with any team in the country during the past decade. The team was composed of many brainy players, while Captain Comiskey was at his best at this time, and as a player of first base was not surpassed by anybody. This was due in a large measure not only to the striking personality of the leader of the team, but to the work of the players themselves in following directions given, with the object of accomplishing the greatest amount of good.

Comiskey was easily the best first baseman of his day, and with his ability in this direction he added a generalship of field work which placed him in a niche in the base-ball world which was far more prominent than any other player of his time. And there are many points which he brought out while playing that



WILEY PIATT



DAVID FULTZ

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position which could be copied to-day with beneficial results to the majority of the players covering the initial bag. Comiskey had no set plans for playing the initial sack. His sole desire when in the field was how to accomplish the best results. Unlike many of the present first basemen, with a runner on first, Comiskey would often play off the base, faking a position about thirty feet back of the bag and gradually going further each time the runner would look in his direction. This had the effect of inducing the runner to take greater liberties. On the next move the runner would invariably glance around to find out where Comiskey was standing. The pitcher, acting under instructions from his captain, would then start for the first bag, and would often beat the runner by a good margin.

This play, while frequently effective, could not be tried very often, nor did Comiskey attempt it too much. He would work it when it was least expected, and it helped in many instances to win games for the Browns.

COMBINATION OF TEAM WORK

M



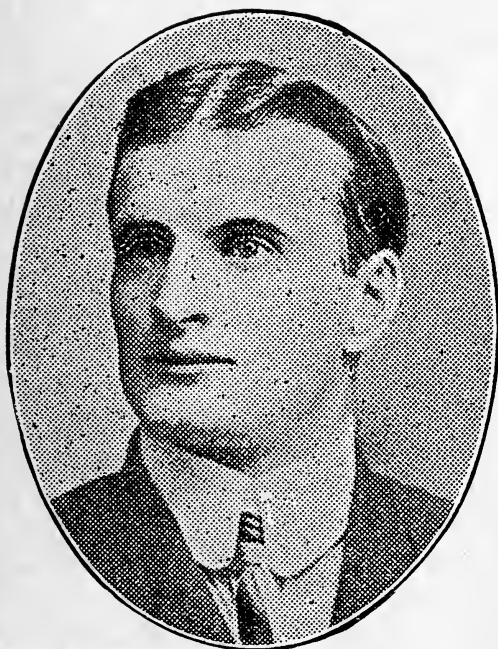
PIATT

ANY instances might be quoted showing how a club with ordinarily slow men has been able by combination or team work to beat out other teams in the major leagues. The Detroit team, which won the championship in 1887, was the last team to win the pennant with a team of slow men. With the exception of Hanlon, the club roster did not show the name of a single player who could be regarded as more than average in base running. The only exception might, perhaps, be Sam Thompson, whose all-around work stamped him one of the leading base-ball players of his time. The team was made up of a batting aggregation that was formidable. Brouthers, Dunlap, White and Rowe constituted the infield. Hanlon, Thompson and Richardson filled the outfield. Bennett and Ganzell were the best of the catchers, while Getzein and Twitchell were easily the best of the pitching staff.

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Bennett, as a catcher, was in a class by himself. He had no superior behind the bat, and it was next to impossible for a player to steal a base when he wore the mask and pad. The bulk of the catching fell upon Bennett during the season that Detroit won the championship. His hands were badly bruised, but he refused to leave the game for a single day, when his services were needed, until his club had won the championship. Game after game he caught with a finger out of joint, caused by the member coming into conflict with a foul tip. Mike Kelly, the famous Chicago and Boston catcher, once said of Bennett that "he (Bennett) would throw a finger over the grand stand and not notice it." This is but one illustration of the nerve and backbone of this player, and demonstrated what grit and determination will do towards winning games.

There was nothing remarkable about the work of the Detroit team in particular. It was that system of adaptability which enabled them to be prepared and take advantage of every opening left by their opponents. Hanlon was the only member of the team that really showed up-to-date playing. He was very fast on bases, always near the top of the list in base running, and in addition was an expert bunter. It was these qualities which enabled him to shine as a bright particular star and inspire confidence and court imitation from the other members of his team.



RUBE WADDELL
Pitcher, Athletics

DARING BASE RUNNING AS A MEANS OF SUCCESS

I



DELAHANTY

IT IS not unusual for ball players to advance the claim that they cannot play as good a game in one city as they can in another, or their work is better against certain teams, while with others they appear at a disadvantage. Again, players have frequently complained that a hoodoo hovers about them, or other superstitious ideas. Many of the major League players also feel

they can put up a specially good game against certain clubs. Bill Lange, of the Chicago Club, had this feeling when he played against Pittsburg. He always seemed to be able to successfully make any play he undertook, and was feared by the entire Pittsburg team.

One of the most remarkable feats ever performed on the ball field was effected at Pittsburg. After reaching first base, Lange took a good lead, as was customary. The pitcher threw to first to catch the player off base. He threw a trifle wide and the ball rolled a few

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feet from the base. The distance was far from great, and not one player in a hundred would have been desperate enough to take his foot off the first bag. Lange started for second. The ball again went a little wide of the mark. It struck the second baseman's hand and rolled toward shortstop. Lange did not stop, but kept on to third. The shortstop hustled for the ball to head Lange off at third base. The runner did not dally at third, but continued the circuit, and came straight for the plate. The ball was thrown to Denny Lyons, who was covering third base. He turned to put the ball on Lange, whom he expected to catch at third.

His surprise was great when he saw his runner making for home and only a few yards from it. Before the ball reached the catcher's hands, Lange had scored the run, and not only did he bring in the run, but, what was of greater importance, won the game on that run. The play, in my estimation, was the most daring and remarkable ever witnessed on the ball field.

BRAINS A PRIMARY FACTOR

I

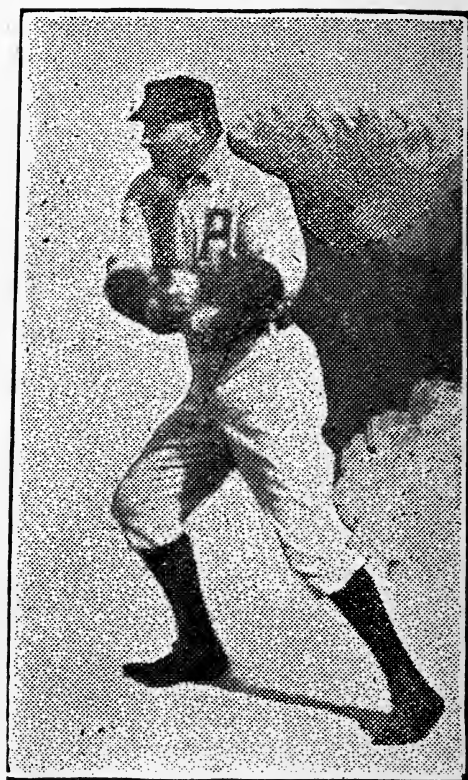


BERNHARD

T HAS been repeatedly pointed out that brains have been the primary factor in any base-ball club's success. The instances are many where this is a fact. The Boston team, under the management of Selee and captaincy of Duffy, won the championship mainly through clever team work. In this year, particularly, the team was made up of brainy players, whose ability to turn

tricks at unexpected times made them famous. In addition, the majority of the men on the team were very fast and able to take advantage of an opening.

One of the neatest and cleverest, as well as one of the most original plays of recent years was put into operation by Tenney, the first baseman, and he worked it frequently with great success. With a runner on first and no one out, the batter would be sent up to sacrifice. The moment the ball was pitched Tenney would start in towards the batter, taking the ball and throwing to second base, thus forcing the runner out. The ball would be



BILL DOUGLASS



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returned to first base in time to complete a double play. One great advantage Tenney had in the play was that he was left-handed and was in much better position to handle the ball than a right-handed player would have been. This and other similar plays emphasizes the fact that such players, possessing brains, ingenuity and originality, are necessary to any team to be a success. Players should not confine their work to the two hours they appear on the ball field, but should endeavor to formulate some new ideas when off the diamond which can be put into execution. These plays should be of such a nature as to completely surprise the opposing players, who will not be looking for such an event.

Long, the shortstop, is, perhaps, the most nervy player in the profession. He will take more desperate chances than any other player on the field to-day. His ability as a thrower stamps him as a bright particular star on the team he represents. He is of great help to his team, and the catcher, knowing the ability of such a player, will have more confidence and do much better work. If the rest of the players on a team would emulate this kind of example, a great improvement would be noticeable in their team play and general all-around work.

The History of Base-Ball

B



THOMAS

BASE-BALL, according to the most reliable and authentic records, is seventy years old. The first record of any club is that of the old Olympic Town Ball Club, of Philadelphia, Pa., which began playing in 1833. The game was then an American modification of the old English game of rounders, which was played as far back as the seventeenth century.

It is stated by New Englanders that town ball was played in Connecticut and Massachusetts a decade and more before the Philadelphians adopted it. The Olympic Club, of Philadelphia, played town ball from 1833 to 1859, when the latter phase of base-ball, known as the "New York game," came into vogue. We well remember seeing the Olympic Club playing "New York" base-

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ball on their grounds back of the Fairmount Reservoir in the Quaker City in 1860, when the noted veteran Philadelphia artist, Mr. F. DeB. Richards, was a conspicuous member of the club's nine, together with the late Bomeister brothers and Messrs. Anspach, Croasdale, Paul, Dr. Neil, Thatcher, Whitman, Tabben, Barclay, Fisler and others we cannot now call to mind.

The old game of town ball as played during the decade of the 30's was known in the New England States as the "Massachusetts game," in contradistinction to the form of playing baseball afterwards known as the "New York game," the latter coming into vogue in the decade of the 50's. This latter phase of baseball was Americanized town ball, just as the latter was an American improvement of rounders. The familiar game of those days, known as "one-old-cat," was simply the preliminary field exercise with a bat and ball which was engaged in each practice day before the regular baseball games began, and it was played as practice before a sufficient number of members of the club had arrived on the ground to play the regular game. It should be borne in mind that the basis of the old English game of rounders was the use of a bat and a ball in a game which was played on a square infield having four bases, besides an extra place for the batsman to stand when batting, and this was also the theory of American town ball. Moreover, even in the American game of the old Knickerbocker

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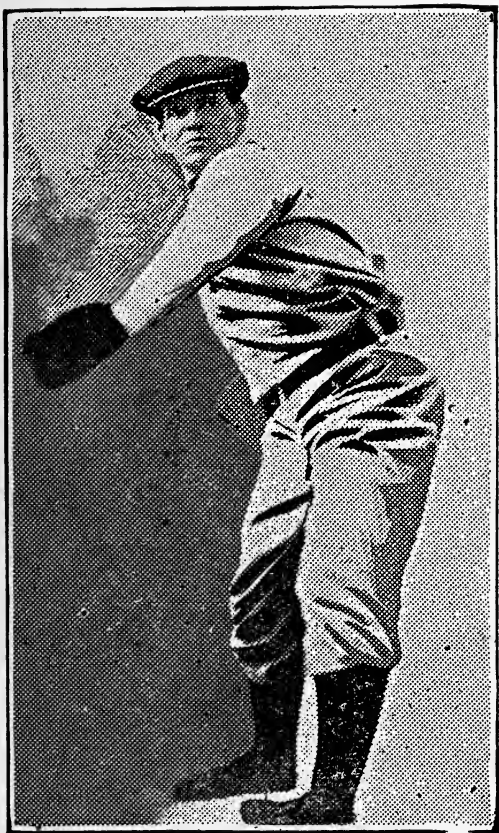
Club, of New York, with its diamond field in place of the square field of town ball, the old rounders rule of throwing base-runners out by hitting them with the ball while running between bases, was in vogue up to the time of the organization of the first national base-ball association in 1858; therefore, there is no doubt whatever as to base-ball having originated from the two-centuries-old English game of rounders. But that fact does not deprive our present game of its legitimate title to the name American. The fact is, there is but one solitary field sport now known to Americans that can justly claim to be in every respect an American game, and that is the old Indian game of lacrosse, played by the aborigines long before Columbus discovered America; and in but one feature does lacrosse resemble base-ball, and that is that a bat—the crosse stick—and ball is used in the game.

THE EVOLUTION OF OUR NATIONAL GAME

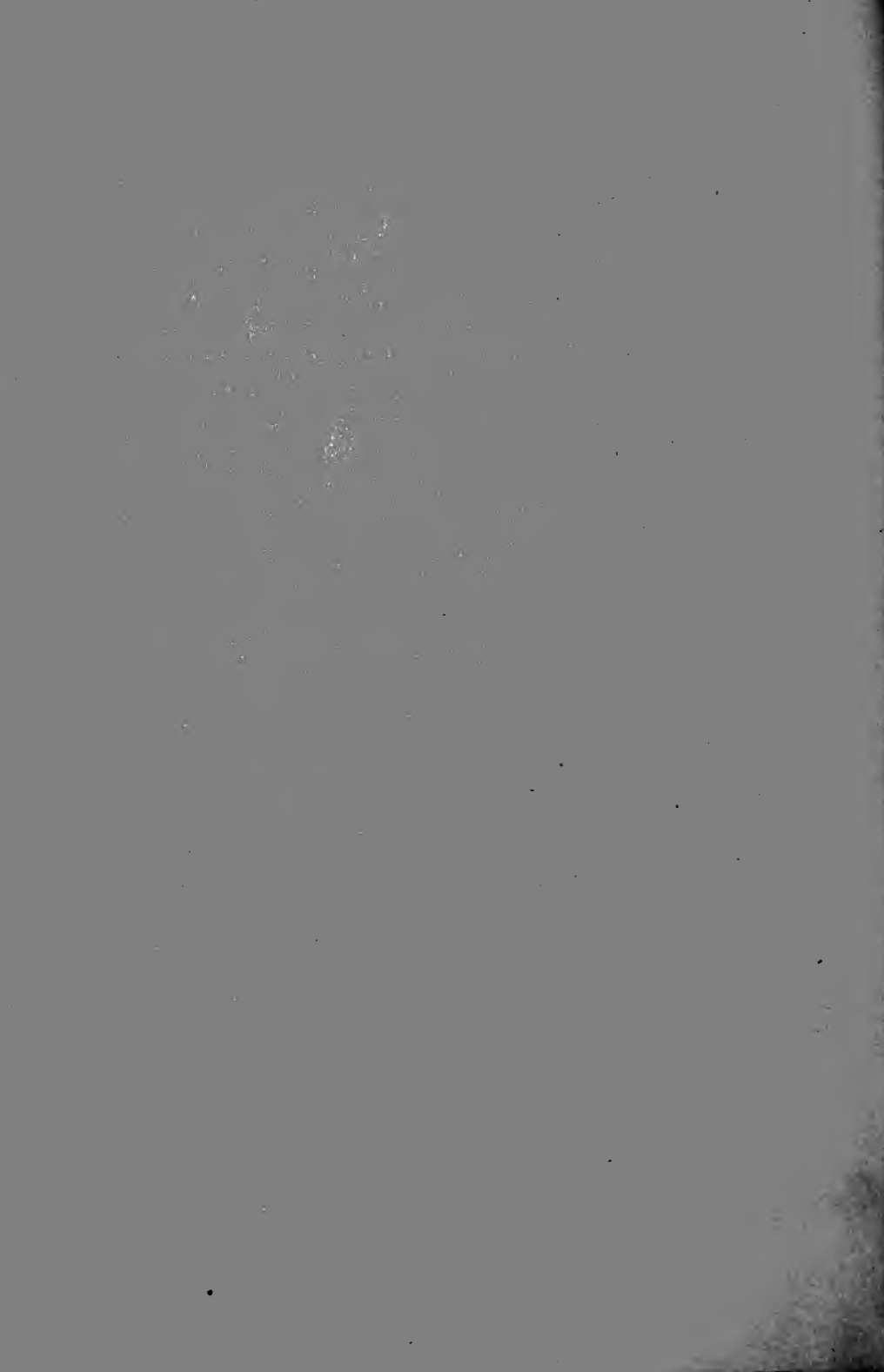
The birth of our national game of base-ball may be justly said to be dated from the year the first national association of base-ball players was organized, viz., on March 10, 1858, for then it was that the first regular printed code of playing rules of the game was adopted by a base-ball association. Prior to that year base-ball in the Metropolis had been played under

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the rules of the Knickerbocker Club, but the association rules which went into operation in 1858 were those of the regularly appointed committee of rules of the national association. Of course, this latter code of rules was a great improvement over that of the old Knickerbocker Club; but it was nevertheless crude and incomplete in many respects, as will be seen at a glance at some of the features of the association code itself. For instance, the regulation ball of 1858 weighed $6\frac{1}{4}$ ounces, was $10\frac{1}{4}$ inches in circumference, and was composed of $2\frac{1}{2}$ ounces of rubber covered by yarn and leather, a ball altogether too heavy, large and elastic for first-class play. The bat was any length the player chose to use. In the delivery of the ball to the bat the pitcher was allowed to take any number of preliminary steps he chose while standing behind a line twelve feet in length. Then, too, he could only send in the ball by a square pitch or toss, and not by any kind of throw. In addition, the batsman could be put out on any fair hit or foul ball that was caught on the first bound. There was no rule to punish wild pitching, and the rule governing called strikes was such as to allow the batsman almost entire freedom from outs on strikes. We saw one batsman in a game between the Mutuals and Atlantic Clubs in the 60's allow over fifty balls to pass him before he struck at a single ball, no strikes being called even then. From this old code of rules one can readily see how great the improvement made in the game



JACK BARRY



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has been since the days of the first national association.

The first year of the decade of the 60's may be said to be that of the christening of the national game. From the year of the organization of the national association, base-ball progressed rapidly in public favor; but in 1860 a regular furore for the game set in. Clubs multiplied and the game began to be patronized by hundreds where dozens only had previously congregated as spectators of the games.

THE FIRST BASE-BALL TOUR

It was in June, 1860, that the noted Excelsior Club, of Brooklyn, made the first base-ball tour known in the history of the game. This club, with its team of players, left Brooklyn for Albany on June 30, and began their series of games by defeating the Champion Club, of Albany, on July 2, by a score of 24 to 6. On July 3 they had the Victory Club, of Troy, as their opponents, and the Excelsiors won again by 13 to 7. Then they went to Buffalo, and on July 5 they defeated the noted Niagaras, of that city, by the remarkable score of 50 to 19, the highest score recorded in a match up to that date. Of course, this succession of victories gave the Excelsiors a reputation which greatly added to the furore for the game the tour had occasioned. Returning from Buffalo they stop-

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ped en route at Rochester, where, on July 7, they defeated the Flour City nine by 21 to 1, and on July 8, the Live Oaks, of the same city, by 27 to 9. From Rochester they went to Newburgh, and there played the last game of the tour, with the result of a victory over the Hudson River Club, of the latter city, by a score of 59 to 14. At each city on their tour the Excelsiors were treated with the utmost hospitality, and the enthusiasm for the game which their trip occasioned advanced it in popularity by years. The trip was made at the expense of the club, most of the club members being wealthy, all the games being played on free grounds, no gate money contests being known in those early amateur days; in fact, professional ball playing in all of its different phases was prohibited by the laws of the national association of the period.

Encouraged by the grand success of their tour through Western New York, the Excelsiors in search of new base-ball worlds to conquer took a short Southern trip through Maryland and Pennsylvania the same month, and on July 22 they played a picked nine at Baltimore, whom they defeated by 51 to 6, and followed it up by defeating a picked nine in Philadelphia on July 27 by 15 to 4. Before going on this Southern trip, however, the Excelsiors had begun a series of best two games out of three with the old Atlantic nine, of Brooklyn, and won the first game by the score of 23 to 4, and it was the prestige of this victory which gave

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their nine such attractive advertising for their visit to Baltimore and Philadelphia. The proselyting work done by the Excelsior Club on those two notable tours, in July, 1860, had a great effect in extending the popularity of the game, and this was plainly shown in the increasing membership of the national association at the next annual convention.

The most important series of matches played in New York in 1860 was that between the Excelsior and Atlantic nines for the championship of the Manhattan district nominally, but in reality for the championship of the base-ball world of the period. The first game was played—as previously recorded—on July 19, with the result of a one-sided victory for the Excelsiors by the score of 23 to 4. The game took place on the old Excelsior grounds, foot of Court street, South Brooklyn, and it attracted a crowd of more than 2000 people, a large assemblage for those days.

It was not until the 10th of August that the return game was played, and that took place on the old Atlantic grounds, at Putnam and Marcy avenues, Brooklyn, fronting Johnny Wild's hotel, and here another crowd of spectators was gathered—not so large as before—who were entirely unsuspecting of what a surprise party was in store for them. Like the first game, the contest opened with a one-sided score, the third inning ending with a total of 8 to 0 in favor of the Excelsiors. At the end of the sixth inning the figures had been chang-

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ed to 12 to 6, with the Excelsiors still leading. It was in the seventh inning, however, that the Atlantics worked in their surprise party, for then it was that they began to punish Creighton's pitching, and the result was that the inning ended with the score of 15 to 12 in favor of the Atlantics. Russell was sent in to pitch in place of Creighton, and that ended the Atlantic's scoring. The Excelsiors got in two more runs in the next two innings, but the game ended with the Atlantics in the van by the score of 15 to 14. There was a time of great rejoicing at the Atlantic's headquarters that night in consequence of their exceptional victory. The two clubs were now even, game and game, and, as under the rules, the third contest had to take place on a neutral field, the new grounds of the Putnam Club, located at Putnam and Howard avenues, near Broadway, were selected for the test game, and on August 23 it took place there, but the result was anything but satisfactory to either side. Unfortunately, the rough element prevailed in the large crowd of spectators gathered on the occasion, and a lot of betting was engaged in and partisan feeling ran high. Moreover, that nuisance of professional base-ball of the present day, kicking, was exhibited on this occasion for the first time in amateur base-ball history, and the result was that the game ended in a row.

The contest began in favor of the Excelsiors by 5 to 4, and at the end of the fourth inning the score stood 8 to 4 in their favor. From this

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time on the roughs in the crowd, who had bet on the Atlantics, began a crusade of black-guardism against the Excelsiors, and to such an extent had it proceeded that Captain James Leggett in the sixth inning, indignant at the insults his team had been subjected to, called his men off the field and left the ground in an omnibus. Before leaving, Leggett said to Mattie O'Brien:

"Here's the ball, Mattie; you can keep it."

Mattie replied: "Will you call it a draw, Joe?"

Joe said: "All right, Mattie, let it be so," and thus ended the last game the two clubs ever played together. When the sixth inning had ended the score stood 8 to 6 in favor of the Excelsiors. The series, on account of the calling of this game, therefore did not settle the championship question.

THE BASE BALL TOUR OF 1867

The most important base-ball tour known to the game up to the decade of the 70's was that made through the Western States by the National Club, of Washington, in July, 1867, when that club visited no less than a half-dozen States and traveled nearly 3000 miles, playing matches in six different cities. During their tour they played nine matches and won all but one, and thereby hangs a tale. After defeating

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the clubs of Columbus, Cincinnati, Louisville, Indianapolis and St. Louis, they met the Forest City Club, of Rockford, Ill., at Dexter Park, Chicago, and though the Forest City nine had previously been twice defeated by the Excelsiors, of Chicago, on this special occasion they came out victorious in their game with the Nationals, to the great joy of the Rockfords and to the surprise of the Chicago Excelsiors. In view of this victory over the Nationals by the club the Excelsiors had just defeated in two games, the Chicago nine felt sanguine of taking the Nationals into camp the next day. Of course, the largest crowd of spectators ever before seen at a match in Chicago thronged Dexter Park when the Nationals lined up against the Illinois champions. The Nationals were disgusted at their defeat by a "country nine," and that, too, at the hands of a pitcher just eighteen years old, as A. G. Spalding, of the Forest City nine, was at that time, and they vowed to avenge themselves on the Excelsiors, and they did, for they whipped the Chicago champions by the one-sided score of 49 to 4. A more disappointed crowd never left a ball field than the Excelsiors and the local throng of rooters who had backed them up. A crowd of St. Louis betting men who had seen the Nationals play at St. Louis had followed them to Chicago, and they took in all the bets that the Chicagoans offered on the Excelsiors, and consequently reaped a harvest on the occasion. In their game at Indianapolis the Nationals



BILLY HALLMAN



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made the remarkable record of 15 home runs, and one of the hits, made by George Wright, sent the ball a distance of more than 600 feet.

THE GREAT RECORD OF THE CINCINNATI RED STOCKINGS IN 1869

We now come to the third noteworthy tour of the decade of the 60's, and that was the journeying of the celebrated Cincinnati Red Stockings in 1869 through the country-at-large, from New England to the Pacific Coast and from the Lakes to the Gulf. In fact, the Cincinnati's season of 1869 was a season of tours. After beating all the prominent clubs of Illinois, Indiana and Ohio, they went East and defeated every club in the Atlantic States, namely, in Troy, Albany, Boston, New York, Philadelphia, Baltimore and Washington, including the Mutuals, Atlantics, Eckfords and Athletics. Then they went West to St. Louis and also to San Francisco, and ended the season of 1869 without the loss of a single game, thereby becoming the legitimate champions of the base-ball world of that period. The Cincinnati's visited New Orleans in 1870, winning games there with the Pelican, Southern Atlantic, Lone Star and Robert E. Lee nines of that city. In May they defeated every club they played with in Kentucky, Tennessee and Ohio. Then they went East again, and from June 1

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to June 14 they defeated every team they played with, including all the Boston clubs and the Mutuals, of New York, the latter by 16 to 3. But they met with a defeat at the hands of the Atlantic Club, of Brooklyn, by 8 to 7 in an eleven-inning game, and this was the first defeat the Cincinnati had sustained since September, 1868. From April 21 to November 5, 1870, the Cincinnati played 74 games and lost but 6, but two of them were with the professional team of Chicago, and that lost them the nominal championship of 1870, though in every other respect they had equaled their leading opponents that year.

Going over the records of the prominent professional clubs of the country of 1870, which included the Eastern teams of New York, Brooklyn, Philadelphia, Troy and Washington, and the Western teams of Cincinnati, Chicago, Cleveland and Rockford, we find the record of victories and defeats of those clubs, together with the percentage of each club's victories for 1870, to be as follows:

	Won.	Lost.	P.C.
Chicago, of Chicago.....	65	5	.929
Cincinnati, of Cincinnati....	68	6	.919
Mutual, of New York.....	68	17	.800
Athletic, of Philadelphia....	37	10	.787
Forest City, of Rockford...	44	12	.786
Atlantic, of Brooklyn.....	41	16	.719
Forest City, of Cleveland...	26	11	.703
Haymakers, of Troy.....	32	14	.696
Olympic, of Washington...	29	19	.604

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Union, of Morrisania.....	20	18	.526
Eckford, of Brooklyn.....	12	15	.444

The contest for championship honors in 1870—it was merely a nominal title—lay between the Cincinnati Red Stockings, the Chicago White Stockings, the Atlantics, of Brooklyn; the Mutuals, of New York, and the Athletics, of Philadelphia. There were several other clubs in the field that year, but they stood no show in the arena with the above five.

It will be seen from the preceding chapters of early base-ball history that the decade of the 60's stands forth as the most brilliant known to the game.

PROFESSIONAL BASE-BALL CLUB

Professional base-ball playing may be said to have begun its history in 1868, when the first team of regularly paid base-ball players took the field against all comers under the auspices of the Cincinnati Base-ball and Cricket Club of that year, and under the team management of the late Harry Wright. For some years prior to that semi-professionalism on the co-operative plan had existed in New York and in the large Atlantic cities; but the Cincinnati Red Stockings of 1868 were the first team of regularly paid players to appear in the base-ball arena. It was from the closing month of the season of 1868 to the month of June, 1870, that

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the Cincinnati Club's Red Stockings nine established a record of continuous victories that has not since been equaled, viz., that of not losing a single game from their September campaign of 1868, through the whole season of 1869, and through that of 1870, up to the middle of the June campaign of that year. The team of players who made this unequalled record were as follows:

Asa Brainard, pitcher; Douglas Allison, catcher; Charles H. Gould, first base; Charles J. Sweasy, second base; Fred. A. Waterman, third base; George Wright, shortstop; Andrew A. Leonard, left field; Cal. A. McVey, right field; Harry Wright, centre field. Harry Wright was the manager, captain and change pitcher of the team.

THE FIRST PROFESSIONAL ASSOCIATION

The first professional association of base-ball clubs was organized in New York in 1871, and was known as the National Association of Professional Base-ball Players, and the professional clubs which comprised its first membership were the clubs of Boston, New York, Brooklyn, Philadelphia and Troy in the East, and of Chicago, Cleveland, Rockford and Fort Wayne in the West, with the Olympics, of Washington, as an intermediate city. The Athletics represented Philadelphia; the Mutuels, New

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York; the Eckfords, Brooklyn; the Haymakers, Troy, and the Kekiongas, Fort Wayne. Only eight of the ten clubs finished the season, and the rules of the Association's championship code were only partially observed.

The Kekionga team, of Fort Wayne, played no legal game after July, and their games were thrown out; the Eckford Club did not begin to play in the race until August, and their games, too, were not counted. As a matter of interesting reference we give the names of the players of the teams which entered the pennant race of 1871:

Philadelphia (Athletics)—Malone, catcher; McBride, pitcher; Fisler, first base; Reach, second base; Meyerle, third base; Radcliff, shortstop; Cuthbert, left field; Sensitive, centre field; Heubell, right field.

Boston—McVey, catcher; Spalding, pitcher; Gould, first base; Barnes, second base; Shaffer, third base; George Wright, shortstop; Cone, left field; H. Wright, centre field; Birdsell, right field; Jackson, substitute.

Chicago—Hodes, catcher; Zettlein, pitcher; McAtee, first base; Wood, second base; Pinkham, third base; Duffy, shortstop; Treacy, left field; M. King, centre field; Simmons, right field.

Troy (Haymakers)—McGeary, catcher; McMullin, pitcher; Flynn, first base; Craver, second base; Bellan, third base; Flowers, shortstop; S. King, left field; Yorke, centre field; Pike, right field.

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New York (Mutuals)—C. Mills, catcher; Wolters, pitcher; Start, first base; Ferguson, second base; Smith, third base; Pearce, shortstop; Hatfield, left field; Eggler, centre field; Patterson, right field.

Washington (Olympics)—D. Allison, catcher; Brainard, pitcher; E. Mills, first base; Sweasy, second base; Waterman, third base; Force, shortstop; Leonard, left field; George Hall, centre field; Berthrong, right field.

Rockford (Forest City)—Hastings, catcher; Fisher, pitcher; Mack, first base; Addy, second base; Anson, third base; Fulmer, shortstop; Ham, left field; Bird, centre field; Stires, right field.

Brooklyn (Eckfords)—Hicks, catcher; Martin, pitcher; A. Allison, first base; Swandell, second base; Nelson, third base; Holdsworth, shortstop; Gedney, left field; Shelly, centre field; Chapman, right field; W. Allison, substitute.

The Atlantics, of Brooklyn, played in only 21 games in 1871, of which they lost 8, while the Eckfords played 60, of which they won 37.

In 1872 eleven clubs entered for the Association championship, the cities represented being Boston, New York, Brooklyn, Philadelphia, Baltimore, Washington, Troy and Mansfield, Conn., in the East, and Chicago and Cleveland in the West. Washington entered two teams at the beginning of the season, but one withdrew.

In 1873 nine clubs entered for the Associa-

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tion championship, but only eight were accorded a position in the record at the close of the campaign. The Maryland Club, of Baltimore, after losing five games, retired from the arena. In 1873 a rival club to the Athletics, of Philadelphia, entered the field, it being the Philadelphias, and they not only outplayed their local opponents, but would probably have won the pennant but for some questionable methods employed toward the finish. They led the Athletics in the race by a percentage of victories of .679 to .549. In that year Tim Murnane played first base and Anson shortstop for the Athletics. A new aspirant from New Jersey entered the lists in 1873, the Resolutes, of Elizabeth, which nine included: D. Allison, catcher, Wolters, pitcher; Mike Campbell, first base; Laughlin, second base; Swandell, third base; Jack Farrell, shortstop; Fleet, left field; Austin, centre field, and High Campbell, right field.

No more striking evidence of the unsatisfactory working of affairs under the old Association's management can be presented than that shown by the championship record of 1874. Eight clubs entered the lists that year, one only of which represented the West, viz., Chicago. The other cities that had teams were Boston, New York, Brooklyn, Philadelphia, Baltimore and Hartford, two clubs entering from Philadelphia. At the close of the championship season, when the Association's committee examined the records, it was found that

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out of 232 games scheduled to be played, only 185 legally counted in the decisive record, 96 games of the schedule being left unplayed.

The professional season of 1875 saw the management of the affairs of the Association culminate in a manner so damaging to the welfare of the fraternity at large as to lead to a movement for reform measures, which finally gave the death blow to the old Association, and its place was taken by a new organization, the main object of which was the substitution of a professional league governed by clubs for an association controlled chiefly by players. In 1875 sundry evils in the professional system of the period had grown to such an extent that they threatened its future existence. Contract breaking, "revolving," the failure to meet engagements, and, what was worse than all, pool and gambling influences, led to the development of a degree of dishonesty in the ranks which brought professional ball playing down to the level of the turf contests of the period. It was under this condition of affairs that the season of 1875 terminated, and then was commenced the reform movement which led to the establishment of the "National League of Professional Base-ball Clubs," in 1876, and this it was that saved the life of the professional system of ball playing.

In 1875 thirteen clubs entered the lists for the Professional Association championship, representing seven Eastern and three Western cities—New York, Boston, Brooklyn, Wash-





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ington, Hartford and New Haven, each entering one club from the East, Chicago and Keokuk, Ia., one each from the West, and Philadelphia entering three clubs and St. Louis two. Such an arrangement in itself was a barrier to success in the season's campaign, and the final result proved it, as only eleven of the thirteen clubs played out their quota of games. Philadelphia entered the old Athletics, the Philadelphias and the new Centennial Club, the St. Louis Club and the Red Stockings, of St. Louis, being the two clubs from the latter city.

Bankruptcy attended the closing up of the affairs of the majority of the above clubs in 1875. The most noteworthy contest of the old Association's last season was that played at Chicago, June 19, between the Chicago White Stockings and the Dark Blues, of Hartford, in which the veteran pugilist, Billy McLean, of Philadelphia, acted as umpire. For ten successive innings not a run was scored on either side, but in the eleventh the Chicago won, 1 to 0. Zettlein pitched for Chicago and Arthur Cummings for Hartford, the late veteran, Robert Ferguson, being manager and third baseman of the Blues, with D. Allison, catcher; E. Mills, Burdock and Ferguson being on the bases; Carey as shortstop, and York, Remsen and Bond in the outfield, the nine including no less than six Brooklyn players. Besides Zettlein the Chicago nine included Higham, catcher; Devlin, Miller and Warren on the bases; Peters as shortstop, and Glenn, Hines and

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Hastings in the outfield. It is interesting to note the make-up of the St. Louis Club for the year that club first entered the Professional Association. It was as follows: Miller, catcher; Bradley, pitcher; Dehlman, first base; Battin, second base; Fleet, third base; Dick Pearce, shortstop, with Cuthbert, Pike and Chapman in the outfield. Billy Barnie was catcher of the Western team of Keokuk that year, with Golden as pitcher. Matthews and Hicks were the Mutual's battery; McBride and Clapp that of the Athletics; Zettlein and Hastings for Chicago; Fisher and Snyder for the Philadelphias, and Spalding and White for the Bostons, it being the last year that the latter two played together in the Boston Club.

THE ADVENT OF THE NATIONAL LEAGUE

The National League began its history in the spring of 1876, when the Mutual Club represented Brooklyn, Mr. Cammeyer being virtually its proprietor and manager; the Athletics, of course, represented Philadelphia. The Hartford Club was a new organization, with Mr. Bulkeley, ex-Governor of Connecticut, at its head, and he was elected first president of the newly-organized National League. At the close of the season of 1876 the Athletic and Mutual Clubs were expelled from the League for failing to play out their full schedule of games.

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In 1877 only six clubs comprised the League circuit, neither Philadelphia nor Brooklyn being represented, as in 1876. Moreover, the Cincinnati Club forfeited its membership for that year, owing to non-payment of dues, and its championship games were thrown out, though the club played 72 games, of which it won but 19.

In 1878 the Cincinnati Club, having squared its accounts, re-entered the League, and the new club from Providence became a member. The St. Louis Club, as also the Hartford Club, resigned their membership, and, as Indianapolis and Milwaukee were elected members of the League, the circuit was again one of six clubs.

In 1879 the League's circuit was extended to eight clubs, as in 1876, and it remained at this number from 1879 until 1892, when it was extended to twelve clubs.

In 1879 the Buffalo Club entered the League, as also the Star Club, of Syracuse. The Troy Club—the successor of the old Haymakers, of the 60's—also entered the ranks, thereby making the circuit eight clubs, the Indianapolis and Milwaukee Clubs retiring. It was in this year that the uniform charge of 50 cents for admission to the League games was adopted.

RECORD OF THE 80'S

We now come to the decade of the 80's, during which the National League had to fight

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hard, not only to maintain its supremacy as the leading professional organization of the country, but also to sustain the reputation for integrity of play in the professional ranks which it had started out to enforce in 1876. It was during this decade that the rival organization, the American Association, sprang into existence, with its special point of half the price of admission to its games to that charged by the National League. The advent of this association occurred in 1882, and two years later the fundamental principle of the League, inaugurated in the 80's, viz., that of its reserved players' clause, was made war upon by the Union Association, established in 1884 to fight the reserve rule. The latter association only lived a season, the League proving too powerful an adversary for its longer existence.

In 1880 the Syracuse Club, having forfeited its membership by failing to play its quota of scheduled games, the Worcester Club entered the League in its place.

In 1881 the Cincinnati Club's position in the League was declared vacant, owing to the club's non-observance of sundry League rules, and the Detroit Club was given its place, the other seven clubs remaining as before. It was in the winter of 1880 that the National League adopted the following important resolution, which it has strictly observed ever since:

At a meeting of the National League on December 8, 1880, on motion a preamble was read to the effect that the noted quartette of Louis-

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ville players, viz., Al. "Nichols," James Devlin, G. W. Hall and W. Craver, having applied for the removal of their disabilities, the following resolution be adopted:

"Resolved, That notice is hereby served on the persons named, and on their friends, defenders and apologists, that the Board of Directors of the National League will never remit the penalties inflicted upon such persons, nor will they hereafter entertain any appeal from them or in their behalf."

The establishment of this fundamental principle of the professional base-ball business is the corner-stone of the National League building, and the very life of the business depends upon its being sustained by future governments in professional base-ball.

From 1877 thereafter to the end of the National League's existence, no player found guilty of dishonesty in the professional clubs under the National Agreement, will be allowed to play in any professional club. It was the strict enforcement of this rule which made professional base-ball the most honest field sport in vogue.

It was in 1882 that the League adopted a rule requiring each club to have its club colors shown in the stockings of the players' uniforms. The Boston nine, red stockings; the Chicagos, white; the Clevelands, navy blue, the Troys, green; the Providence, light blue; the Buffalos, gray; the Detroits, old gold, and the Worcesters, brown. These were the colors chosen.

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In 1883 an important change in the League circuit was made, the two prominent League Alliance Clubs of 1882—the New York and Philadelphia Clubs—entering the League circuit this year, Troy and Worcester retiring. The New York team was materially strengthened by accessions from the Troy Club, notably so in the case of Ewing, Keefe, Welch, Connor and Gillespie.

In 1885 the League virtually broke up the Union Association of 1884 by taking its chief supporter from its ranks, President Lucas, of the St. Louis Club, entering the League, Cleveland being retired. A year afterward the Cleverlands joined the American Association; but two seasons in that organization sufficed, and in 1889 that club returned to its old love, the League.

In 1886 two changes were made in the League's circuit, Providence and Buffalo retiring and the Washington and Kansas City Clubs taking their places in the League.

In 1887 St. Louis and Kansas City were retired from the League, and Pittsburg and Indianapolis replaced them, the latter entering the League for the second time. These changes, together with the recruiting of the Detroit's ranks with the "big four" of the period, enabled that club, after seven seasons' trial, to win the pennant.

In 1888 no change was made in the League circuit, the same clubs competing for the pennant as in the previous year.

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In 1889 Cleveland resumed its old position as a member of the League, Detroit retiring.

PLAYERS' LEAGUE REVOLUTION

A wonderful transformation scene occurred in League history in 1890, viz., that of the players' revolt. The year 1889 had closed so brilliantly—that being the year of the great tour of the world made by Spalding and the combination of the Chicago and All-American teams, which culminated in the grand banquet in Delmonico's, in New York, over which the Mayors of New York and Brooklyn presided—that the revolution of 1890 burst upon the magnates of the League like the sudden eruption of a volcano. It proved to be just such a test of the innate strength of the National League as the great rebellion of the 60's in the Southern States was of the strength of the Union itself. In proportion to its size it was just as costly while it lasted, but this time the League mastered its adversaries in such a way that it put an end forever to any future revolt of the kind. The final outcome of the base-ball revolution of 1890 was not only the utter defeat of the League secessionists, but also the death of the League's old rival, the American Association. But further comment on the subject is out of place and beyond the scope of this brief statistical review of professional baseball history.

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In 1890 the Cincinnati Club re-entered the League circuit, and Brooklyn was once more represented in the National League for the first time since 1876, Indianapolis and Washington both retiring. The demoralized condition of things which prevailed in the League in 1890 enabled the strong team of the Brooklyn Club—fresh from winning the championship of the American Association in 1889—to carry off the honors.

It was in 1890 that the Pittsburg Club made the unprecedented record in the championship campaign of scoring 114 defeats. In 1891 the American Association committed suicide through the medium of its secession from the National Agreement compact, and for the time being a badly demoralized condition of things prevailed in the professional base-ball arena, as it threatened to give a death-blow to the whole professional business by destroying public faith in its honesty. At this critical juncture, however, the National League stepped into this dangerous gap for its rescue from bankruptcy, and at a cost of \$180,000 bought up the four leading clubs of the American Association and thereby extended the League's circuit and at the same time ended the ten years' history of the rival association, its demise being the result of its breaking the National Agreement. No change occurred in the circuit in 1891, the reconstruction business not being completed until the winter of 1892, though the movement began after the close of the campaign in 1891.

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It will be seen that the story of the progress of the National League from its organization in 1876 up to the period of its reconstruction in 1892, presents a chapter of base-ball history of the deepest interest, inasmuch as it is descriptive of the evolution of professional base-ball, through the wrecking era of pool gambling—which ordeal it had to withstand during the decade of the 70's—to that harbor of safety, the "National Agreement," in which it was anchored in 1885. The League's successful resistance to the greed of the "star" players of the fraternity in 1890, and its victory in its fight with the old American Association in 1891, closed its checkered career up to the time of the reconstruction of its circuit in 1902.

It was during this long period of its history that the League found itself antagonized by the worst elements of professional base-ball playing. At first downright crookedness raised its hideous head, then came that other phase of professional dishonesty—contract breaking—the door to which was opened by the rivalry with the opposition American Association, while drunkenness prevailed in the ranks to an extent which made it an obstacle to the financial success of base-ball. All these elements of opposition to playing the game in its integrity were, of necessity, obliged to be met and conquered by arbitrary enactments and strong coercive measures, which would naturally be objectionable under a better condition of things. Experience, in fact, taught the League that noth-

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ing short of the ungloved hand would be able to cope successfully against the evils that that organization had to encounter during the era of the rule of the "rough" element in the professional fraternity.

NEW ERA OF THE DECADE OF THE 90'S

The advent of the twelve-club circuit of the National League in 1892 led to the inauguration of a new era in professional base-ball history, as it began the reign of a strong major league as the leading organization in the government of the whole professional base-ball fraternity. Prior to 1892 the eight clubs of the National League circuit comprised the Boston, New York, Brooklyn and Philadelphia Clubs, representing the Eastern section, and the Chicago, Cincinnati, Cleveland and Pittsburg Clubs the Western. In 1892, however, the Baltimore and Washington Clubs were added to the Eastern branch and the St. Louis and Louisville Clubs to the Western, and then began the twelve-club pennant race in the National League for that year. Then, too, a new experiment in pennant racing was commenced, and that was the arrangement of a double schedule of games for the season, the first beginning in April and ending in July, the second season lasting from July to October, the full schedule calling for the playing of 150 games by each club during the entire season.



BAN JOHNSON
President of the American League

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Thus far in the history of the reconstruction of the National League circuit from eight to twelve clubs, the League occupied the unquestioned position of a great major organization, all the other leagues in the arena being minor leagues. But in 1899 the Western League—the leader of the minor leagues—began to aspire to a position of equality with the existing major league, and it sought for an opening in that direction in Chicago. In the meantime the financial results of the National League's campaign of 1899 had been so unsatisfactory, largely due to the existing Spanish war of that period, that the League's legislators deemed it necessary to take some action calculated to improve matters in 1900. But without looking carefully into the question of the true cause of its financial losses of 1899 they jumped to the hasty and unwise conclusion that the reduction of the League's circuit from twelve to eight clubs would obviate the difficulty, and the practical results of their determination to try the experiment was to leave the League franchises of the Baltimore, Washington, Cleveland and Louisville Clubs unrepresented by teams in the pennant race of 1900. This premature change in the arrangement of the League circuit, made two years prior to the end of the ten years' compact, resulted in the first place in no improvement in the financial returns of 1900 or in the attractive character of the pennant race of that year, while one important consequence was that it opened the

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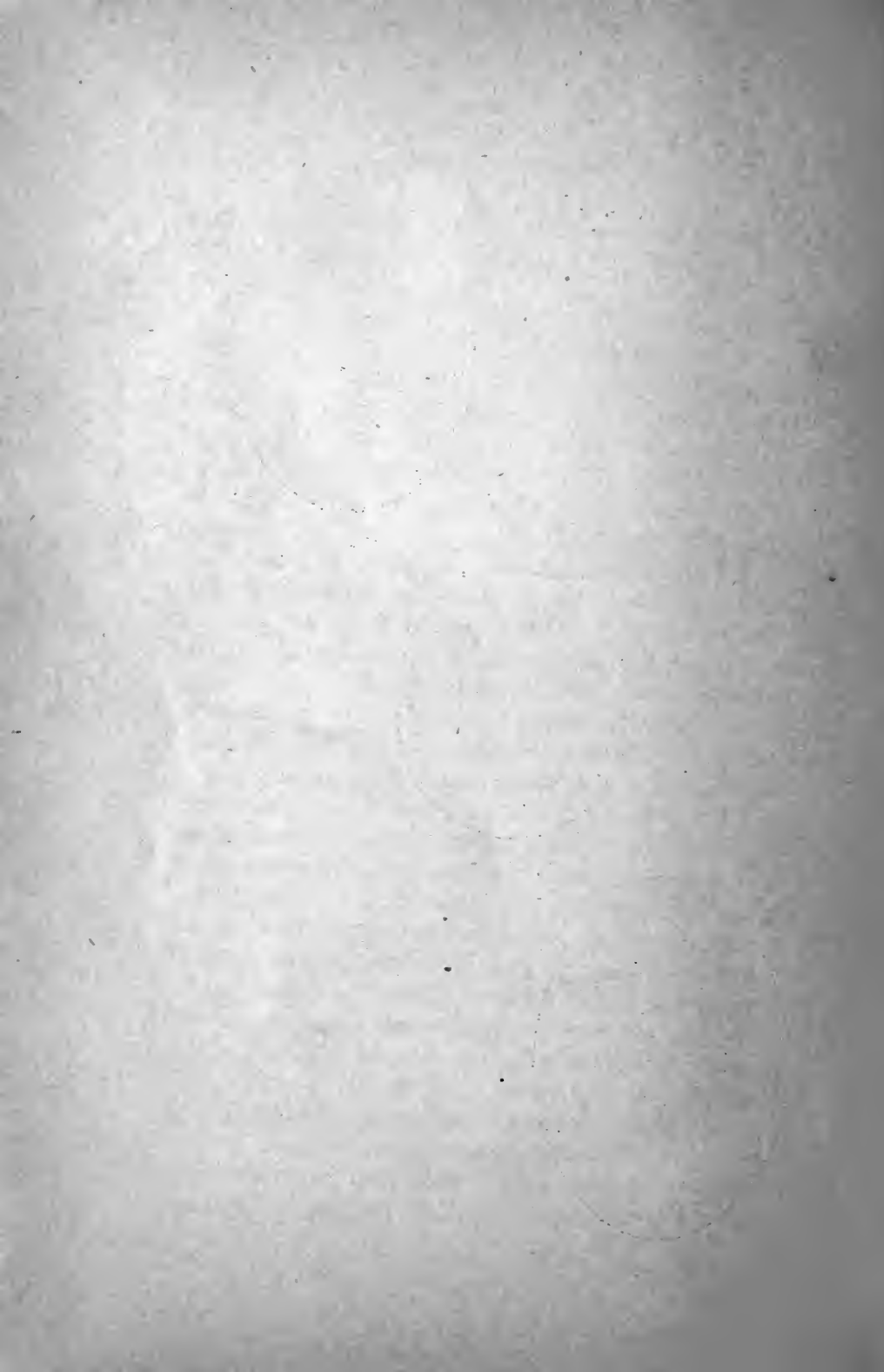
door to the extension of the expansion policy of the American League, and ultimately to the base-ball war inaugurated that year with its costly sequence of demoralization in the ranks and a return to the old contract-breaking evils which characterized the rivalry between the League and the American Association during the decade of the 80's.

In December, 1901, the ten years' League compact ended, and a new era of National League history was begun.

In recording the most important fact relating to professional base-ball history, since the time of its organization in 1871, one has to make special reference to a chapter of the experience which marked the decade of the 80's, during which period the American Association, starting out as a minor organization, essayed to rival the National League as a major league. What this would-be rivalry cost the National League during the decade of the 80's in the way of raising the salaries of the players may be judged by the figures of the salaries paid to star players the year before the American Association was organized, and the salaries paid in 1889, the last successful year of the old Association. Here are the figures side by side:

Player.	1881	1889
M. J. Kelly.....	\$1300	\$4000
H. Richardson	1250	4200
E. N. Williamson.....	1400	3000
D. Brouthers	875	4700





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J. H. O'Rourke.....	2000	3500
J. L. White	1600	3500
J. C. Rowe	1250	3500
E. Hanlon	1200	3100
G. A. Wood.....	875	2500
James Galvin	1200	3000
Fred Pfeffer	750	3000
William Ewing	1000	5000
J. M. Ward.....	1700	4250
T. J. Keefe.....	1500	4500
Roger Connor	900	3500

It was during the decade of the 80's that the fact was practically realized by the club magnates of the period that the players were reaping nearly all of the financial benefits of the whole professional business, this being shown by a statement published in November, 1889, by Messrs. Spalding, Day and Rogers, in which the following paragraph appeared:

"To correct misapprehension in the public mind as to the alleged enormous profits divided among stockholders of League clubs, it may be interesting to know that during the past five—and only prosperous—years, there have been paid in cash dividends to stockholders in the eight League clubs less than \$150,000, and during the same time League players have received in salaries over \$1,500,000. The balance of the profits of the few successful clubs, together with the original capital and subsequent assessments of stockholders, is represented entirely in grounds and improvements for the permanent good of the game, costing

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about \$600,000."

Before closing this series of chapters of professional base-ball history it is necessary to refer to two systems connected with the business, without which the government of the fraternity at large would be helpless, and they are the "National Agreement" compact and the "Reserve Rule." Both are a necessity in the business, but especially is the National Agreement, which is the very basis of the whole professional base-ball structure. Before it was established a condition of things prevailed in the business which, if continued another year, would have given the death blow to professional base-ball, inasmuch as pool gambling, contract breaking and revolving were existing abuses in the professional arena up to the time of the enactment of this self-same "National Agreement."

NATIONAL LEAGUE'S CHAMPIONSHIP RECORD

The record showing which clubs have won pennant races since the organization of the National League in 1876 presents a very interesting historical table, as it contains the figures of the total victories and defeats scored by each club from 1876 to 1902 inclusive, as well as the percentage of victories for each season and the numbers of clubs comprising the circuit each



"SCRAPPY BILL" JOYCE



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year, together with the names of the club managers of each team winning championship honors. The table is as follows:

THE CHAMPIONSHIP RECORDS

Years.	Winners.	Won.	Lost.	P. c't.	Managers.	Clubs.
1876	Chicago	52	14	.788	Spalding	8
1877	Boston	31	17	.646	H. Wright	6
1878	Boston	41	19	.680	H. Wright	6
1879	Providence..	55	23	.705	Geo. Wright	8
1880	Chicago	67	17	.798	Anson	8
1881	Chicago	56	28	.667	Anson	8
1882	Chicago	55	29	.655	Anson	8
1883	Boston	63	28	.750	Bancroft	8
1884	Providence..	84	35	.643	Morrill	8
1885	Chicago	87	25	.776	Anson	8
1886	Chicago	90	34	.725	Anson	8
1887	Detroit	79	45	.637	Watkins	8
1888	New York ...	84	47	.641	Mutrie	8
1889	New York...	83	43	.659	Mutrie	8
1890	Brooklyn ...	86	43	.667	McGunnigle	8
1891	Boston	87	51	.630	Selee	8
1892	Boston	102	48	.680	Selee	12
1893	Boston	86	43	.667	Selee	12
1894	Baltimore....	89	39	.695	Hanlon	12
1895	Baltimore ..	87	43	.669	Hanlon	12
1896	Baltimore ..	90	39	.698	Hanlon	12
1897	Boston	93	39	.705	Selee	12
1898	Boston	102	47	.685	Selee	12
1899	Brooklyn ...	101	47	.682	Hanlon	12
1900	Brooklyn ...	82	54	.603	Hanlon	8
1901	Pittsburg ..	90	49	.647	Clarke	8
1902	Pittsburg ...	103	36	.741	Clarke	8



PARTING WORDS OF ADVICE



WILL LANGE, the Chicago player, was remarkably prolific in his work on the diamond. He executed many remarkable plays. Catches in the outfield, which appeared to be good for home runs, would be taken by him with that same ease and grace that might be expected in an ordinary fly. His judgment was unerring. He has demonstrated his value as a player many

times, and seemed to be able to do exactly the right thing at the right time.

In the recent series of games with St. Louis, some excellent playing was witnessed, but there was an absence of that kind of play which not only materially aids in winning games, but gives satisfaction to the spectators. In the run-and-hit game, the Philadelphia Club gave an excellent display of sacrifice hitting, and it was largely due to this fact that the series was won by Philadelphia, as the teams otherwise were very evenly matched. Players will often find many opportunities to help their club if they will only watch for them. Over-

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anxiety is another bad fault. Patience should be cultivated, and in this the local club is making splendid progress. But for the fact that Plank was not at his best, the entire series would have been won by the Philadelphians. It was a slugging match, with an entire absence of scientific playing, which both teams are capable of.

Hustings won the second game by his excellent pitching, aided by good fielding, while in the remaining games the work of the local players left little to be desired.

As it has been already pointed out, every player on a team should know as far as possible the play of his club mates. A perfect understanding should exist between the players, and every man should work for his team and not for self.



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